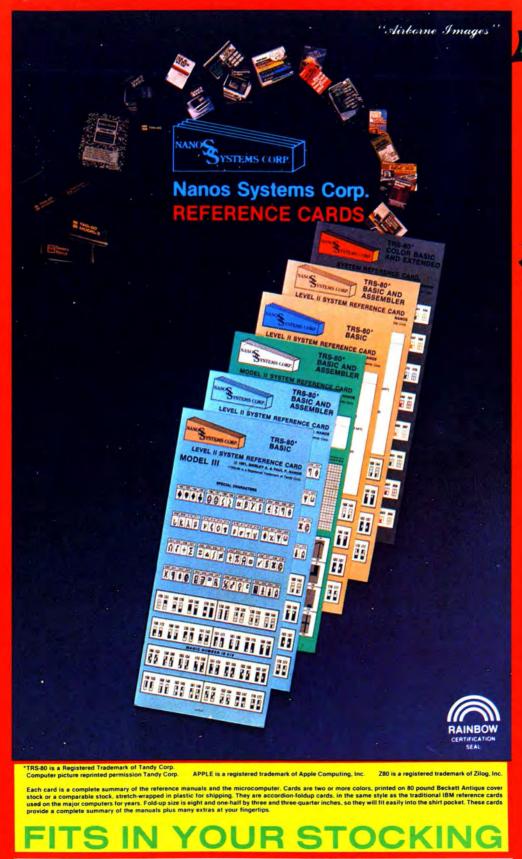
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The RAINBOW is published every month of the year.

#### LETTERS TO

## RAINBOW

PIRAC

I was really pleased to see the editorial you printed on piracy. The ideas you presented make a lot of sense and I hope the rest of the Rainbow's readers will join you in this effort.

By the way, I see you are making your own contribution to limiting piracy on a personal level. It used to be easy to Xerox the Rainbow because it really wasn't that hard to do with only 50 or 60 pages. Now, it is just too much trouble to make copies of all those pages!

Anthony Jenewine Wilmington, NC

#### ROM PACKS

Editor:

Editor:

Thank you for running my Videotex Rompac Save letter. I have a couple of additional comments:

—The addresses 285-337 will not work with Extended Basic. They should work with non-Extended Basic, though.

—Before loading the Basic driver program, you should PCLEAR 0 by POKEing 25,6 and 31,6.

This will put the driver program at the beginning of ROM rather than on Page 4.

Jim Ali St. Albans, WV

Editor.

In regard to the letter from Jim Ali in your August issue about Videotex Rompack saving of screen text, the method of disabling the Rompack autostart by placing tape over certain pins can be a sticky situation.

If you simply POKE &HFF23,36 all Rompacks do not start up and you remain in Basic, where you are free to examine or move the Rompack to RAM. The Rompacks start at &HC000 if you wish to inspect the contents. I think this method is easier and faster when one needs to disable Rompacks.

By the way, the changes in Rainbow are fantastic. Your publication is the best and the color adds so much, along with the type style, to the readability of our beloved magazine.

Steven Schechter New York

#### SUGGESTIONS

Editor:

In the August issue you asked for comments about the direction of the future issue of the magazine. Here are mine:

1. Keep the game programs. They're simple but a lot of fun. They're one of the

main reasons I subscribe.

2. How about an annual roundup of tips for the beginner. I'm a new subscriber but I've already learned about the CPU speedup and how to merge Basic programs from cassette. What other useful tips have I missed. An annual review would help.

3. I would be interested in seeing more mathematical and statistical programs.

I enjoy your magazine a lot. Keep up the good work.

David Finkel Lewisburg, PA

Editor's Note: We are trying to repeat short hints and tips as "filler" space, rather than using all of it for things which may not be of use to readers. See a couple of examples in this month's issue. These will probably be repeated fairly regularly, as we are growing pretty quickly and "new" people will want to know these things-even more often than on a yearly basis. Of course, the back issues give all of the details and we still have most of them in some form. We're looking for more statistical and mathematics programs, too. How about some contributions.

#### SCREEN STREAKS

Editor:

I'm a new subscriber to the Rainbow and after reviewing my first edition I have to say that I am throughly, 100 percent delighted, nay, even ecstatic. All that info on the CoCo!

In response to the letter to the editor on Heating Problems, I was having similar problems. After 30 minutes use, my alphanumeric characters were turning ghosty and orange. I tracking down the source of trouble, I strongly suspected overheating, as the symptoms would be gone the next day or several hours after shutdown.

After doing some reading in the Radio Shack tech manual for the CoCo, I felt the problem could be the video mixer chip (U12), a Motorola MC1372. To test it I gently sprayed some aerosol coolant on the chip and the screen became clear as a bell and the colors absolutely vivid. I installed a heat sink and the problem has not returned.

Thanks for a useful publication.

Donald Siwek Peabody, MA

Editor

Your October issue arrived and in response to William Warren's problem with an upgrade:

I had the same thing happen to me, and if

his trouble was from the same reason, the correction is just as fast.

The possible cause of a screen full of @@@@@@@ is that the jumper from the RAM upgrade might be attached to pin 36 instead of 35 of the SAM chip. The instruction sheet for the upgrade I got said to count from pin 40 (which is the first one on the right hand side) to pin 35 for the connection. So, I figured 35 from 40 is five and I counted five pins down. Wrong! It left me on pin 36. Moving the jumper to the correct pin put the total 32K into operation.

Still enjoy your magazine and look forward to its arrival each month. (Any chance you might go weekly?)

> Robert Foiles Lancaster, PA

Editor's Note: No!

#### CLARIFICATIONS

Editor:

Circle City Software was extremely pleased with the fantastic review given one of our programs in page 96 of the October Rainbow. We hasten to add one point, however; the game, previously called Startrek has been renamed Star Pilot. The game as described remains the same, except that permission to use the copyrighted name was not received from Paramount in time to start production runs and the command decision was made to delete references to their fine series. The game still contains all the "bells and whistles" alluded in the review, but we wanted to bring this to your readers' attention.

The instruction booklet has been extended to make first time users more comfortable in the game.

Daniel Mickle Circle City Software Indianapolis, IN

Editor:

I would like to express my extreme displeasure with the quality of the review done on Pigskin Predictions. Mr. Schottland gave this highly acclaimed program such a superficial once over as to imply he never ran the programs. Perhaps he never did fully enjoy the program because he falsely stated that the package does not include the initial data as clearly stated both in the manual and on the program tape label (and directly accessable on disk).

He did your readers a great disservice as you and they will have to read the true review in the various other publications that my customers choose to submit.

Wayne Diercks Rainbow Connection Software Minneapolis, MN

Editor:

I would like to point out two inaccuracies in the review in last month's *Rainbow* of the Cer-Comp Editor/ Assembler package.

The review stated that our package does not support either a symbol table listing or a cross-reference listing. In fact, it does both.

The review also said you cannot stop the listing as it scrolls by. You can, by pressing any key.

While, with the inclusion of a powerful editor, I would disagree that this program is too expensive, your readers might be interested to know that the "summer special" of \$49.95 has been made the permanent price for this fine package.

Bill Vergona Cer-Comp Las Vegas, NV

#### **SAVING TAPES**

Editor:

I am a new subscriber and I would like to say it's one of the best things to happen to the 80C.

I would like to pass on something that might help save some tapes. I had some tapes that were worn out and could not load the program to make a new copy. So, I played the tape player through a stereo equalizer and then from the equalizer to the computer. The equalizer can filter out certain audio frequencies and increase others.

Well, to make things short, by controlling the output I was able to load the tapes. Hope this can help.

> Thomas Bailey Fredericktown, MO

#### PRINTER INTERFACE

Editor:

I discovered (thanks to a comment made to me on the telephone by Dan Nelson at Nelson Software and then confirmed by Microware) that other day that the P180C printer interface from Microware has a pair of capacitors that may be changed to allow you to set the baud rate to 600, 1200 or 4800. Since the specifications for my Epson MX80FT printer gave 80 cps as its speed, I thought I would try the modification from the standard 600 to 1200.

With a little help from a friend, these capacitors were quickly changed and now, indeed, the printer runs a little faster. Epson tells me that the normal print speed including carriage returns is only 66 cps. However, it now has almost no delay before printing in the normal mode and seems to move a lot faster in the compressed mode.

Joe Cain Golden, CO

#### **BOUQUETS AND BRICKBATS**

Editor

Sitting here at my trusty 80C, I am both relieved and anxious. I am relieved because I

have just reconstructed a 50 item data file which is crucial to our daily flight operations and anxious to tell you and your readers about the company to whom I owe a sincere vote of thanks.

I am a pilot for a federal agency and one of my many duties is providing assistance to the unit maintenance officer in his unending battle for the identification and control of aircraft repairs. In an attempt to do this I have been using a CoCo disk file program designed to account for all the maintenance problems existing in an eight aircraft fleet.

Throwing caution to the wind, I managed to place myself in the position of having one crashed data disk which would not read past record 14, definitely putting a crimp in my ability to help the maintenance officer.

Fortunately, in the state of North Carolina, there is a company called Superior Graphic Software and they produce a product called *Disk Doctor* which just saved me an unmentionable amount of aggravation and embarrassment.

Recalling Superior's ad in the Rainbow, I telephoned a very nice, albiet unknown, lady who assured me that the Disk Doctor would be dispatched for an immediate house call. True to her word, the "Doctor" arrived in record time and after a one-hour ewducational process, the "Doctor" and I quickly cured the heretofore "terminal" patient.

This is to extend to the appropriate individual at Superior Graphic my appreciation for their uncommonly rapid service and an uncommonly valuable piece of software.

John Fernald Newbury Park, CA

Editor:

An update on the problem of printing graphics from the 80C to an Epson MX80: The program available from Custom Software Engineering is the best solution to the problem. Not only does it do the job, it gives you a lot of flexibility to do more; expand the image, move it around, reverse the image and so on.

I would like to add that this program was developed in response to Custom's advertising claim, "We Want Your Suggestions!" Melvin Hefter of Custom Software Engineering kept his promise on this and other software suggestions by offering them to half price in exchange for some field testing of the program. His excitement and enthusiam for the 80C was inspiring.

Thank you, Rainbow, and thank you Mr. Hefter!

Bob Safir Los Angeles

Editor:

I have a complaint to make against one of your advertisers called Snake Mountain Software. On July 28 I sent a business check for \$13.95 for the Solution at \$12.95 plus \$1 postage.

The cancelled and paid check came back to me almost a month ago with my monthly statement, but I have nothing to show for it. Two letters, one polite, the other quite blunt, have done nothing to get a response from this company.

On the CompuServe Color SIG I asked

others about this company and the general response was that the company is very slow and sells a product that is, at best, just O.K. In all fairness, two of the replies said that service was fast and the product good.

J. Michael Nowicki San Jose, CA

Editor:

Your review on 101 Color Computer Programming Tips and Tricks in the October issue of the Rainbow was 100 percent accurate. If you evaluate 55 Color Computer Programs for the Home, School and Office as well as 55 More, I am sure you will rate them the same.

I ordered these three books, as well as *Color Computer Graphics* from Arcsoft. After a three month wait for *Graphics* I can honestly say my money was ill-spent.

On the other hand, I recently bought *Programming the 6809* by Rodney Zaks and William Labiak, published by Sybex. This assembly language book is absolutely outstanding. It is well written and well worth the money.

Eugene Bouley West Warwick, RI

Editor's Note: The Color Computer Graphics book to which Mr. Bouley refers is not the same as the TRS-80 Color Computer Graphics by Don Inman, which is published by Reston Publishing Co., not Arcsoft.

#### **OPEN LETTER**

Editor:

This message is really addressed to your subscribers rather than to the editor.

With the rapid approaching advent of the Christmas season, it is anticipated that there will be a record number of Color Computers purchased. This implies a big surge in the ranks of the beginners.

I would urge all of you subscribers to encourage the people whom you helped convince that the 80C is the finest of the personal computers available (and the one to purchase), to subscribe immediately to the Rainbow. They will be glad they did and your back issues will be safe and sound.

The Rainbow is a good, general-purpose magazine that is valuable to the newcomer to computing; valuable to the journeyman programmer and not to be overlooked or sneezed at by the "elite." End of message.

Joseph Kolar Inverness, FL

#### CONVERTING EASIER

Editor:

I have read and re-read articles by Mr. L. C. Falk about Converting Programs From Other Computers To Your 80C in the August issue of Rainbow.

My feeling is that the article was written in such a way that it might make afraid many of your subscribers to try converting other programs to 80C.

Let me say first of all that contrary to what was said, all those who possessed an 80C with Extended Basic have up to now a computer with the most amplified language than all the others that came to market Editor's Notes ...

before it.

I am referring to programs written in Basic of course, even if they include peek and poke in them. I know by experience, because I have mastered Basic programming by converting or adapting many programs from Apple II, Pet Commodore, Model I, II and III to 80C with relative facility.

I take this opportunity to ask Rainbow to add in the future all the necessary explainations about the program (to allow for convertions). It would take more room but it could the games that are regularly published in every issue.

Alain Dussault Laval, P.Q.

Editor's Note: We agree that our listings could be much more detailed to allow for conversions. As M. Dussault points out, that would take up a great deal more space-and something would have to go. What he suggests should go are the games-yet we expect Mr. Finkel (see letter above) would be upset by that. Further, we see the Rainbow as a magazine for the CoCo. While we have no objection to owners of other computers purchasing it and converting our programs, we feel it would be unfair to Rainbow readers to stint on their programs so others could convert.

#### CLUBS

Editor:

I would much appreciate it if you would advertise the existance of our club to your readers in Canada. I am the secretary of the Durham 80C Computer Club. I can be reached at 782 Kenora Ave., Oshawa, Ont., Canada LIJ IK6.

Brian Smith Oshawa, Ont.

Editor:

I want to announce the formation of a new club for the 80C. The Westchester area Color Computer Club does not have a formal meeting place yet, but you can get information by writing me at 6 Center Street. Irvington, NY 10533 or call (914) 591-8170. It would be better to write because there is a chance I will not be in when you call.

Second, in response to Clarence McCoy's letter referring to keyboards: There is a way to interface a Model I keyboard to the 80C. The details were published in an old 80 Micro.

Greg Peerst Irvington, NY

Editor:

Please announce the existance of our Color Computer Club in the West Mifflin area.

The club meets every second Sunday from noon to 4 p.m. at the Community College of Allegheny County on the South Campus behind the Century III Mall on Route 885 in the Pittsburgh South area.

More information can be had by calling me at (412) 466-6437 or writing to 529 Mifflin Street, Duquesne, PA 15110.

Alan Jakub Duquesne, PA

#### PRINT #-2,

I went to the mailbox in front of the house the other day and reached in to see what there was. One item caught my eye because it was so big.

It turned out to be my own copy of the October Rainbow. I was a bit surprised, because there were a couple of other magazines in the mail box (we have one of those rural-style boxes that you can cram a lot into), some advertising materials and, even, a Christmas catalog along with the bills.

I suppose that nothing brought home to me the length of the road we have traveled in the first 16 months of publication more than that simple, everyday act of getting the mail at home. I've seen the Rainbow loaded on skids (big skids) at the printer's and in huge baskets (they call them tubs) at the Post Office. And, I've wondered what would have happened if we had had to transport it to the Post Office ourselves like we used to do—because we have more than a ton of magazines going out every month—and that is just to U.S. subscribers.

But the simple act of reaching in my own mail box at home and seeing this thick magazine really made an impression. And, while this month's *Rainbow* is, at this writing, planned to be even larger, 132 pages is a whole bunch of paper.

Size, however, is not the only important thing. I decided to try to guesstimate what was inside, and ended up with the impression that last month's issue had 81K worth of programs and 45,000 or so words of editorial copy in it.

I hope you are still reading this, because we have some interesting and important news. First of all, if all goes well, you will see a significant change in what we hope is your favorite computer magazine in December. And, as 1982 evolves into 1983, expect to see some other changes, too. These will be more in the area of layout and makeup—hopefully to make it easier for you to read and find things inside. As the Rainbow continues to grow (with your support), we will be looking at departmentalizing the magazine more.

The other piece of news is that we will be increasing our subscription rate, effective January I. The new rate will be \$22 per year for United States subscribers; \$29 per year for Canadian and Mexican subscribers; \$39 per year for overseas surface rate and \$57 per year for overseas air mail subscriptions. The cover price remains \$2.95. All rates are in United States currency.

Much of this rate increase is reflected by additional mailing costs. Even at third class mail, it is expensive to send out the Rainbow each month. Last month's postage bill was more than the first eight months combined.

But the cloud has a silver lining. Every present subscriber is entitled to renew his or her subscription—actually extend it—for up to a year at the present rate. This is provided your renewal is postmarked no later than December 31, 1982. We very much appreciate your support and want to show that appreciation by offering those of you who have helped us grow the opportunity to renew now at a lower rate than will be available when your current subscription term ends.

Those rates are \$16 per year in the U.S., \$22 in Canada and Mexico, \$31 by surface rate and \$49 by air, all in U.S. currency. And the renewal is for one year only. You may, if you wish, add on a second year at the new rate. It certainly looks like, with your support, we are here to stay; and offering a renewal early at a reduced rate is our way of trying to say "thank you."

I hope you will join me in welcoming Courtney Noe as our associate editor. Courtney has experience as an editor and writer on a number of magazines and brings a wealth of experience to the Rainbow.

We have a couple of new things in the works for the new year. Both of them are the result of preliminary returns from our Reader Survey. First off, we plan a series of Hardware columns and, while we cannot tell you just yet who the author will be, suffice it to say he's someone whose name many of you will recognize.

We also plan a "purely beginners" column. This is a from the ground up series, but I think even those of you who have some experience with CoCo will find some useful tidbits in this new feature.

By the way, we are in the process of expanding our outside reviewing staff, so if you are interested, please let us know. However, be forewarned that our insistance on the Rainbow meeting its deadline every month requires that we ask for fast turn-around on reviews. Contact us if you are interested. And, let us know what the areas are in which you are most interested.

Boy, the magazine business is a funny one. You will find a 3D-like game inside this issue. We thought it would be a "first" and an "exclusive." But, at the same time, the people at 80 Micro were working on much the same thing for their big

Continued on Page 142



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#### Now: Get A 3-D View of Space

By Fred Scerbo

Most arcaders are looking for rapid-fire action and colorful, hi-res graphics. Add to this the latest revival of the 3-D craze and you have "Startrench Warfare" 1.0 from Illustrated Memory Banks.

The following program is offered as an exclusive to readers of *the Rainbow*. You will find that it is a very short program (only 27 lines) which will just fit in 16K. While you don't need a pair of 3-D glasses to thoroughly enjoy this game, you will get an added perspective of depth by wearing standard 3-D glasses while running it.

3-D, for that matter, seems to be a variation of the CoCo's excellent graphics that opens a whole new area to explore. This article and program are but one of two which will appear this month on the same subject. If 3-D is an area of interest to you, you might wish to look up the other program available in a magazine. It will appear in 80 Micro's special third anniversary issue. And, if you don't have a pair of 3-D glasses, 80 Micro has a pair for you—bound inside the magazine.

Both the Rainbow and 80 Micro offer pretty much the same thing—a 3-D-like program. For many persons, adding the glasses will give the appearance of depth—but will not give you true "jump-out-at-'ya" 3-D. We believe such an effect is possible, and would encourage readers to share thoughts and programs which do this.

The quality of the 3-D effect will—we have found—depend on your own eyes' registration of color values as well

Accept the challenge of . TOWER CASTLE Fight with sword, magic and cunning to recover the treasure. You will need all your guile, wit and senses because the adventure changes each time you enter the castle. Experience the intrigue with music and color on your TRS-80\*. Requires 32 K Extended Basic Cassette \$17.95 (post paid) CA residents add 6% sales tax MORETON BAY SOFTWARE A Division of Moreton Bay Laboratory 316 Castillo Street Santa Barbara, CA 93101 \* TRS-80 Registered Trademark Tandy Corp.

as the ability of your monitor or TV set to produce accurate colors.

Now, a few words about Startrench Warfare:

The program does not need the POKE65495.0 speed-up to run. You may wish to add this command when running the program for some added punch. But, make sure to POKE65494.0 before you CSAVE it (Use CSAVE"ST\*TRNCH"). You may make two copies for your own use only. The program uses PCOPY and hi-res page flipping to add to the sense of movement. You will also get four colors in PMODE4,1. This is where the 3-D feel will come in. Since 3-D glasses use red and blue filters to cancel opposing images for the right and left eyes, use of the glasses with this program will cause an optical shift which will give a "3-D like" effect. (This will not give a real sense of depth but an illusion which does cause enough of an optical shift to appear much more dramatic than you can get without the glasses on.) You may wish to experiment by trying to draw opposing objects in blue and red to give your programs a 3-D look. Due to the intensity of the images produced by the 80C, it is difficult to get total right-left optical image cancellation. Still, you can try.

Also, you may wish to try using glasses on other 80C games, Alpine Aliens, which we printed several months ago, works fine, as will Kosmic Kamikaze and Creatavader. Radio Shack's Polaris ROM cart also gives some nice effects with the glasses. You can open up a whole new world with

your color games by using the glasses.

The object of the game is simple. (Yes, this is another "shoot-em up." We're working on others.) You pilot your ship down the moving trench of the space station. You must blast the alien craft which appear ahead of you. Press the fire button on your right joystick to fire. The craft will appear in nine possible positions. (3 up and down, 3 left and right.) Aiming is not too difficult, but you have no crosshairs. The gauge at the top of the screen shows how much energy you have left. At the end of the game, you will see how many of the attackers you have destroyed. (Top score so far is 45 aliens!)

Very soon, IMB will release a 32K version of this game which will do much, much more. Until that time you may enjoy this game as part of our continuing effort to keep providing exciting software for your 80C.

The Listing:

1 CLSØ:PCLEAR8:CLEAR100
2 PRINT0135, "STARTRENCH WARFARE"
;:PRINT0207, "BY";:PRINT0265, "FRE
D B. SCERBO";:PRINT0324, "ILLUSTR
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7L2D3L2HL2GL2"
4 LINE(0,0)-(256,40), PSET, BF:LIN

4 LINE (Ø, Ø) - (256, 4Ø), PSET, BF: LIN E(Ø, 16) - (256, 3Ø), PRESET, BF: FORI = ØTO13STEP13: FORY=8TO25ØSTEP8: LIN E(Y, 16+I) - (Y, 17+I), PSET: NEXTY: NE XTI: FORI=ØTO256STEP2: LINE (I, 12Ø) - (I, 192), PSET: NEXT: FORI=1TO253ST EP2: LINE (I, 2Ø) - (I, 26), PSET: NEXTI 5 FORI=1TO7Ø: PSET (RND (256), RND (7 8) +4Ø): NEXTI: LINE (96, 12Ø) - (156, 1 4Ø), PRESET, BF: LINE (96, 14Ø) - (2Ø, 1 92), PRESET: LINE (156, 14Ø) - (236, 19 2), PRESET

6 LINE (96, 120) - (0, 152) , PRESET: LI

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NE (156, 120) - (256, 152), PRESET: PMO DE3,1:SCREENØ,1:PAINT(126,168),2 ,1:PMODE4,5:PCLSØ:SCREENØ,1:FORY =1TO4:PCOPY Y TO Y+4:NEXTY 7 PMODE4,1:SCREENØ,1:LINE(Ø,132) -(56, 132), PRESET: LINE-(57, 166), P RESET, BF::LINE-(196, 166), PRESET: LINE-(197, 132), PRESET, BF:LINE-(2 56,132), PRESET 8 LINE(Ø, 123) - (86, 123), PRESET: LI NE-(87,146), PRESET, BF::LINE-(166 ,146), PRESET: LINE-(167,123), PRES ET, BF: LINE-(256, 123), PRESET 9 LINE(Ø, 144) - (22, 144), PRESET: LI NE-(23,188), PRESET, BF:LINE-(230, 188), PRESET: LINE-(231, 144), PRESE T, BF: LINE-(256, 144), PRESET 10 PMODE4,5:SCREENØ,1:LINE(Ø,128 )-(76,128), PRESET: LINE-(77,152), PRESET, BF: LINE-(174, 152), PRESET: LINE-(175,128), PRESET, BF:LINE-(2 56,128),PRESET 11 LINE (Ø, 138) - (4Ø, 138), PRESET: L INE-(41,178), PRESET, BF:LINE-(216 ,178), PRESET: LINE-(217,138), PRES ET, BF: LINE-(256, 138), PRESET 12 L=1:G(1)=3Ø:G(2)=127:G(3)=226 :H(1)=50:H(2)=75:H(3)=100:G\$(1)= "3Ø":G\$(2)="127":G\$(3)="226":H\$( 1)="5Ø":H\$(2)="75":H\$(3)="1ØØ" 13 PMODE4, L: SCREEN1, 1: E=RND (3): F =RND(3)14 DRAW"BM"+G\$(E)+","+H\$(F)+"C1"

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15 IFPEEK (339) = 255THEN23

16 X=JOYSTK(Ø):Y=JOYSTK(1):IFX<2</pre> ØTHENP=1ELSEIFX>4ØTHENP=3ELSEP=2

17 IFY<20THENQ=1ELSEIFY>40THENQ= 3ELSEQ=2

18 LINE(Ø, 118) - (G(P), H(Q)), PSET:

LINE-(Ø, 118), PRESET: LINE(255, 118 )-(G(P),H(Q)),PSET::LINE-(255,11 8), PRESET: PLAY"L255GC"

19 K=K-1: IFK<=3THEN26

20 LINE(K+3, 20) - (K, 26), PRESET, BF

21 IFP=E AND Q=F THEN22ELSE24

22 FORW=1TO2:PMODE3,L:SCREEN1,1: PLAY"01ECO3": PMODE4, L: SCREEN1, 1: NEXTW: TS=TS+1: GOTO24

23 FORW=1T015Ø:NEXTW

24 IFL=1THENL=5ELSEL=1

25 DRAW"BM"+G\$(E)+","+H\$(F)+"CØ"

+S\$:GOTO13

26 CLSØ: PRINT@128, " YOU ZAPPED" :TS: "ALIEN FIGHTERS. ":PRINT@192. PRESS SPACEBAR FOR NEW GAME. IFINKEY\$=CHR\$ (32) THENRUNELSE2 27



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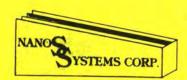
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#### **USING GRAPHICS**

## For More Graphics Info... Turn the Page!

#### By Don Inman Rainbow Contributing Editor

This is the second article of a series on the graphic capabilities of the TRS-80 Color Computer using Extended Color Basic. Some of the material in this article is taken from TRS-80 Color Computer Graphics, published by Reston Publishing Company, Inc.

I know from past experience that some of you will think we are moving too fast in this series, and some of you will think that we are moving too slow. Let me know if you have any particular problems, questions, or suggestions concerning this series. Send correspondence to: Don Inman, Dymax, P.O. Box 310, Menlo Park, CA 94025.

In the October issue of *The Rainbow* we discussed selecting the mode, clearning the screen, and turning on the screen. A timed comparison was made in drawing rectangles by the PSET, LINE, and DRAW statements.

We will discuss turning pages to achieve animation in this issue. This technique is particularly useful in the lowest mode of high resolution graphics where one page of memory will fill the video display. Later articles in the series will deal with methods more suitable to high-resolution modes.

#### Memory Used to Fill the Screen

As we pointed out in the last issue, the amount of memory used to fill the screen depends upon the PMODE selected. This fact is very important. It determines the number of unique complete-screen displays that can be stored in memory. In general, higher resolution and more colors require more memory than lower resolution and fewer colors.

TABLE 1 Screen Pages

PMODE	Pages Used Per Screen	Memory Per Screen	Number Of Full-Screen Displays Stored
4	4	6K	2
3	4	6K	2
2	2	3K	4
1	2	3K	4
0	1	1.5K	8

As you can see from Table 1, 12K of memory is used to make full use of paging the maximum number of full-screen displays.

There are several techniques that can be used to animate a display by using several pages of graphics. The first method to be discussed is that of putting different full-screen displays on each page. Then each complete screen is displayed, one screenfull at a time.

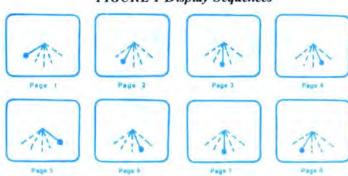
#### Turning Pages in PMODE 0

PMODE 0 offers the most straightforward method of selecting which page is displayed. It also offers the greatest number of distinct pages. However, only two colors can be used at one time, and the graphic elements are large, giving coarse resolution. Because of the large number of distinct pages, it is ideal for using this first method of paging.

Suppose that you want to simulate the movement of a pendulum swinging back and forth. The positions displayed will occur in the order shown in Figure 1. You can see that there are five distinct positions which could be simulated by displaying separate graphic pages in the sequence:

1,2,3,4,5,6,7,8,1,2,3,4,5,6,7,8,1,2,3,....etc.

FIGURE 1 Display Sequences



A FOR-NEXT loop would provide an ideal way to simulate one complete cycle of the pendulum. If the loop is repeated, the pendulum will appear to swing back and forth continuously. A tick-tock sound could be added along with a time delay for adjusting the speed of the pendulum. Here is a loop that could be used, assuming the displays have been previously drawn on the appropriate pages.

700 'SWINGER
710 FOR P = 1 TO I
720 PMODE 0,P ← page changer
730 SCREEN 1,1 ← turn on display P
740 IF P = 3 THEN PLAY"05;T150;C ← tick on page 3
750 IF P = 7 THEN PLAY"04;C ← tock on page 7
760 FOR W = 1 TO 50; NEXT W ← speed control
770 NEXT P
780 GOTO 710

#### Drawing the Pendulum

As you can see from Figure 1, there are only five distinct positions for the pendulum. This gives you an opportunity to use the PCOPY statement for the three duplicate positions. As an example, notice that positions 2 and 8 are the same. Therefore, the drawing and copying statements for those two pages might be:

300 'DRAW PAGE 2, COPY TO 8
310 PMODE, 0.2 ← draw it on page 2
320 CIRCLE(98,124),6 ← center at 98,124; radius 6
330 LINE(128,96)-(100,123), PSET ← draw arm
340 PAINT (98,124),5.5 ← paint it buff
350 PCOPY 2 TO 8 ← copy it to page 8

Notice that the SCREEN statement is not used for drawing. All eight drawings are made before turning on the screen. They are displayed in order (1 through 8) when the FOR-NEXT loop, described previously, is executed.

#### The Completed Pendumum Simulation

We are now ready to look at the complete program. The two previous operations form the heart of the program. One other point should be mentioned here. You have no doubt encountered problems when including a PCLEAR statement in your programs. The programs in this article use a technique described by several Rainbow readers. We immediately jump outside the program to PCLEAR 8 pages and then return (see lines 110 and 1000).

#### SWINGING PENDULUM

150 NEXT P

100 'CLEAR PAGES
110 GOTO 1000 PCLEAR 8 pages of screen
120 FOR P = 1 TO 8 memory outside the program
130 PMODE 0,P clean each page

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200 'DRAW ON PAGE I

210 PMODE 0,1

220 CIRCLE(92,110),6

230 LINE(12B,96)-(96,108), PSET

240 PAINT(92,110),5,5

300 ' DRAW ON PAGE 2, COPY TO 8

310 PMODE 0,2

320 CIRCLE(98,124),6

330 LINE(128,96)-(100,12), PSET

340 PAINT(98-124),5,5

350 PCOPY 2 to 8

400 'DRAW ON PAGE 3, COPY TO 7

410 PMODE 0,3

420 CIRCLE(128,130),6

430 LINE(128,96)-(128,128,PSET

440 PAINT(128,130),5,5

450 PCOPY 3 TO 7

500 'DRAW ON PAGE 4, COPY to 6

510 PMODE 0,4

520 CIRCLE(158,123),6

530 LINE(128,96)-(156,122), PSET

540 PAINT(158,124),5,5

550 PCOPY 4 to 6

600 'DRAW ON PAGE 5

610 PMODE 0,5

620 CIRCLE(164,110),6

630 LINE(128,96)-162,108),PSET

640 PAINT(164,110),5,5

700 'SWINGER

710 FOR P = 1 TO 8

**720 PMODE 0,P** 

730 SCREEN 1,1 ← buff/black display

740 IF P = 3 THEN PLAY"05;T150;C" tick

750 IF P = 7 THEN PLAY"04:C"  $\leftarrow$  tock

760 FOR W = 1 to 50: NEXT W

770 NEXT P

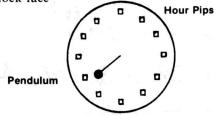
780 GOTO 710 ← keep swinging

#### 1000 PCLEAR 8: GOTO 126

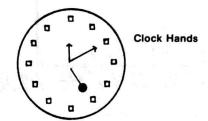
Suggestions for Additions

If you want to make the basic pendulum program into a real time clock, there are several enhancements that you could add.

1. a clock face



2. hour and minute hands



- 3. the TIMER function to keep real time
- 4. chimes on the hour
- 5. an enclosure



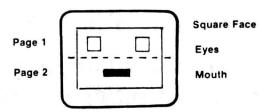
6. a pop out cuckoo

etc. ....I'm sure that you can think of other things to try.

#### Changing Pages in Other Modes

The same technique can be used in other graphic modes. However, you must keep in mind the number of graphic pages necessary to fill the screen. We'll demonstrate with PMODE 1 which uses four colors and two pages for each screen display. We'll use our Robbie, the robot figure from the Chapter 5 Test of TRS-80 Color Computer Graphics, but we give it a few enhancements.

Robbie's basic features will be used on all displays. They



The eyes will be blue and will change positions as we page. The mouth will be red and will open and close as we change pages. Since each screen uses two pages of graphic memory, we will step two pages at a time in the FOR-NEXT loop that turns the pages.

600 'DISPLAY PAGES

610 FOR P = 1 TO 8 STEP 2 display pages in pairs

620 PMODE 1,P

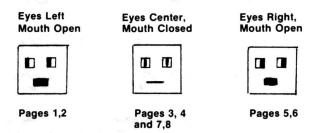
630 SCREEN 1,0 green, yellow, blue and red

640 FOR W = 2 TO 50: NEXT W

650 NEXT P

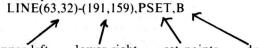
660 GOTO 610

The drawings made will look something like this:



The basic drawing is made up of rectangles using the BOX option with the LINE statement.

Example:



upper left lower right set points draw box
The basic figure, which is drawn on pages 1 and 2, will be copied to other pages.

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fill rectangle with color

FOR P = 3 TO 6 STEP2 pages 7,8 copied later PCOPY 1 to P
PCOPY 2 to P+1
NEXT P

The eyes will be placed in the desired position, and an addition will be made to the mouth on pages 2 and 6 as shown in the completed program which follows.

Additions to the Program

If you have some kind of speech synthesizer, you could substitute some speech for the FOR-NEXT loop at line 640. Another method would be to pre-record some speech on your tape recorder and play it back at line 640 using the MOTOR ON/OFF feature of Extended Color Basic. Spice it up any way you like and try other shapes in place of Robbie.

The next article in the series will discuss higher resolution graphic modes. We will show how to draw on one page during the time that a second page is being displayed.

#### Listing 1

100 'CLEAR PAGES
110 GOTO 1000
120 FOR P = 1 TO 8
130 PMODE 0,P
140 PCLS
150 NEXT P
200 'DRAW ON PAGE 1
210 PMODE 0,1
220 CIRCLE(92,110),6
230 LINE(128,96)-(96,108),PSET
240 PAINT(92,110),5,5
300 'DRAW PAGE 2, COPY TO 8
310 PMODE 0,2
320 CIRCLE(98,124),6
330 LINE(128,96)-(100,123),PSET

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```
34Ø PAINT (98, 124), 5,5
35Ø PCOPY 2 TO 8
400 'DRAW PAGE 3, COPY TO 7
410 PMODE 0.3
42Ø CIRCLE(128, 13Ø),6
43Ø LINE(128,96)-(128,128),PSET
44Ø PAINT (128, 130), 5,5
450 PCOPY 3 TO 7
500 'DRAW PAGE 4, COPY TO 6
510 PMODE 0.4
52Ø CIRCLE(158,124),6
53Ø LINE(128,96)-(156,122),PSET
54Ø PAINT (158, 124), 5,5
55Ø PCOPY 4 TO 6
600 'DRAW PAGE 5
610 PMODE 0.5
62Ø CIRCLE(164,11Ø),6
63Ø LINE(128,96)-(162,108), PSET
64Ø PAINT (164, 11Ø), 5,5
700 'SWINGER
71Ø FOR P=1 TO 8
720 PMODE Ø,P
73Ø SCREEN 1,1
740 IF P=3 THEN PLAY"05; T150; C"
75Ø IF P=7 THEN PLAY"04; C"
76Ø FOR W=1 TO 5Ø: NEXT W
77Ø NEXT P
78Ø GOTO 71Ø
1000 PCLEAR 8: GOTO 120
```

#### Listing 2

```
100 'CLEAR PAGES
11Ø GOTO 1ØØØ
120 FOR P=1 TO 8 STEP 2
130 PMODE 1,P
14Ø PCLS
15Ø NEXT P
200 'DRAW BASIC FIGURE
21Ø PMODE 1,1
22Ø LINE(63,32)-(191,159),PSET,B
23Ø LINE(89,51)-(115,77),PSET,B
24Ø LINE(139,51)-(165,77),PSET,B
250 LINE(102,122)-(152,128), PSET
, BF
300 ' COPY
31Ø FOR P=3 TO 6 STEP 2
320 PCOPY 1 TO P
33Ø PCOPY 2 TO P+1
340 NEXT P
400 ' ADD TO PAGE 5
410 COLOR 3,1
420 LINE(89,51)-(98,77),PSET,BF
425 LINE(139,51)-(148,77),PSET,B
43Ø COLOR 4,1
44Ø LINE(1Ø2,118)-(152,122),PSET
, BF
45Ø PMODE 1,3
```

```
46Ø COLOR 3,1

47Ø LINE(98,51)-(1Ø7,77),PSET,BF

475 LINE(148,51)-(157,77),PSET,B

F

48Ø PCOPY 3 TO 7

49Ø PCOPY 4 TO 8

5ØØ PMODE 1,5

5Ø5 COLOR 3,1

51Ø LINE(1Ø7,51)-(115,77),PSET,B

F

515 LINE(157,51)-(165,77),PSET,B

F

52Ø COLOR 4,1
```



```
53Ø LINE(102,118)-(152,122),PSET,BF
60Ø 'DISPLAY
61Ø FOR P=1 TO 8 STEP2
62Ø PMODE 1,P
63Ø SCREEN 1,Ø
64Ø FOR W= 1 TO 3ØØ:NEXT W
65Ø NEXT P
66Ø GOTO 61Ø
100Ø PCLEAR 8:GOTO 12Ø
```

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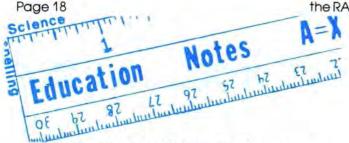
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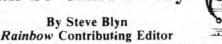
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#### This 'Initial' Experience Can be Child's Play!

16K ECB



(Mr. Blyn, who teaches both exceptional and gifted children, holds two Master's degrees in the field of education and has won an award for the design of a computer program to aid handicapped children. He and his wife, Cheryl, own Computer Island.)

This month, we are presenting a program that can easily be explained to, and then programmed and altered by, most children. Use the ideas illustrated here as a springboard for some introductory programming by children.

Simple programming should be begun as early as possible. The chances that any youngster will encounter computers on his her future job in almost any field are overwhelming. The earlier kids are exposed to computers and learn something about them, the less reluctance they'll have later on to deal with them.

We must try to create learning programs that personally appeal to youngsters. One very personal item in the heart of a child is his name. This program will be about his initials. It could also be done for any initials of the child's choice, but his own monogram would probably mean the most to him. The possibilities on a two letter monogram are (26x26) and on a three initial monogram they are enormous (26x26x26). We will use my initials (S B) as our working example.

Let's start with a small piece of graph paper. Now design a monogram in the boxes. Decide how many squares high and wide each letter should be before you start. Five by five is a good size to work with. Now fill in the appropriate boxes with letters, numbers or symbols to design your monogram.

Preplanning this project is excellent practice for a "junior" programmer. He gets to plan out a relatively easy job, and can see his results shortly. It is important for youngsters to get feedback on their work as soon as possible. If a youngster does a less-than-perfect job of planning, he will see his imperfect results on the screen or printer and be able to immediately go back and make the necessary corrections. As one advances in programming, it is essential to have developed good skills of preplanning, and the habit of checking work often.

If you have a printer, turn it on and set it ON-LINE before running this program. Lines 50-80 let you decide whether to include using a printer. If you choose to use a printer, the monogram will go first to the printer and then to the screen. If you want to check your work on the screen first, answer 'N' for the question. Line 60 is included because many times kids (and others) will deliberately press letters or keys other than the choices given just to see what might happen.

Lines 250 to 330 print the monogram on the printer and then return to print it on the screen. Lines 100 and 230 let the monogram flash from the left side of the screen to the center. The printing of blanks (" ") clears the line before each succeeding movement and helps create the appearance of motion. Line 240 holds the monogram in place for inspection until the BREAK key is pressed to end the program.

This monogram utilizes the individual letters within the

larger letter. Any modification the youngster decides to use is certainly to be encouraged. Borders of asterisks, dashes, letters, screen graphics, or printer graphics all add to the enjoyment of this kind of exercise. So, have fun. Grab a kid, yours or someone else's, explain this program, and watch his planning grow and his imagination go!

The Listing:	
1Ø REM"MONOGRAM"	
20 REM"STEVE BLYN"	
30 REM"COMPUTER ISLAND"	
40 CLS	
50 LINE INPUT"DO YOU HAVE	A PRIN
TER? (Y/N) " : P\$	H I INAM
60 IF LEFT\$ (P\$, 1) <> "Y" AND	I FET&
(P\$,1)<>"N" THEN 50	LEFT
70 IF LEFT\$(P\$,1)="Y" THEN	GUGUE
25Ø	aucub
8Ø IF LEFT\$(P\$,1)="N" THEN	0.0
	790
90 CLS	44 11 11
100 FOR B= 1 TO 10:PRINT21	
:PRINTO160+B," SSSS BBBB	";:50
UND 150,1:NEXTB	
110 FOR B= 1 TO 10:PRINT91	92, " "
	B";:50
UND200,1:NEXT B	
120 FOR B= 1 TO 10:PRINT92	
:PRINT@224+B," S BBBB	";:50
UND100,1:NEXTB	
130 FOR B= 1 TO 10:PRINT02	
:PRINT@256+B," S B	B";:50
UND225, 1: NEXT B	
140 FOR B= 1 TO 10:PRINT92	88," "
:PRINT@288+B, "SSSS BBBB	";:50
UND125, 1: NEXT B	
15Ø J=458	
160 K=10	
170 FOR T= 1 TO 3	
180 PRINTOJ, " ":PRINTOJ-32	. "
190 PRINTOK, " ":PRINTOK+32	."
200 SOUND 200,2	
21Ø J=J-32	
22Ø K=K+32	
23Ø NEXT T	
24Ø GOTO 24Ø	
25Ø PRINT#-2, TAB(1Ø) "	
"	
260 PRINT#-2, TAB(10)" SSSS	
B"	, DDD
27Ø PRINT#-2, TAB(1Ø) "S B"	В
	222
28Ø PRINT#-2, TAB(1Ø)" S	BBB
B"	
29Ø PRINT#-2, TAB(1Ø)"	3 B
B"	1,222
300 PRINT#-2, TAB(10) "SSSS	BBB
В"	
31Ø PRINT#-2, TAB(1Ø) "	
	2

32Ø FOR T= 1 TO 5ØØ: NEXT T

330 RETURN

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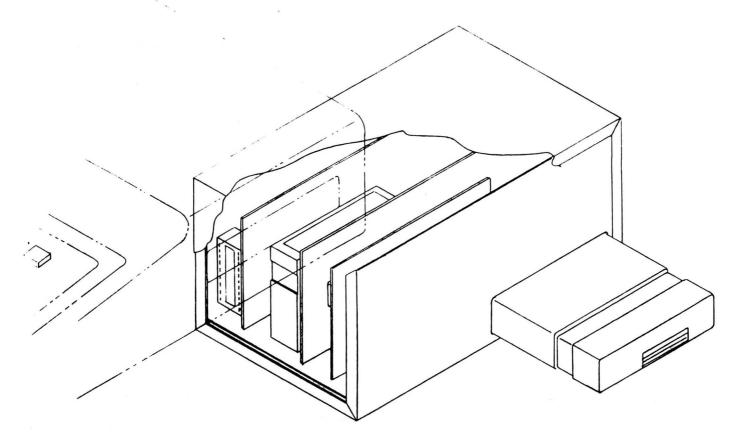
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Plug in cards to be available are: 2 Port RS-232 serial (ACIA's), 2 port parallel (PIA's), parallel printer interface with cable, prototype card, EPROM programmer (2K, 4K, and 8K), and a Time of day clock with battery back-up.

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Graphics...

## Some Beautiful Patterns From "Down Under"



by R.T. and D. Delburgo Hobart, Tasmania, Australia

Most of you will have noticed the beautiful fringes which are produced when two net curtains are placed against one another—a slight movement in one of the curtains causes an appreciable movement of the fringe system. These interference fringes are called after Moire and they have important scientific applications in registering and measuring small relative movements.

The high resolution graphics on your 80C are well suited to exhibit Moire fringes and we have listed below four sample programs which demonstrate the nature and motion of the resulting fringes. As far as we know, the idea has not been mentioned before in the Rainbow or in any other computer magazine, and we can foresee many striking applications of the concept in the hands of the software experts. Being complete novices in computing (having had an 80C only three months), we must apologize for the primitive nature of the programs. Experts may enjoy streamlining and speeding them up, particularly listing four, and generally exercising their skills on them. The only bit of spice we have added is a randomization of the colour schemes every time the programs are rerun.

It is unnecessary for you to type all the listings separately—just alter the heading lines, the subroutine lines and lines 13, 17, 21.

Obviously, an infinite number of variations on Moire fringes is possible. You might like to modify the spacing of the individual families of intersecting curves (but be careful not to make the spacing exceed four times the actual line width or you will run out of graphic pages, and be sure you have the same spacing on each graphic page), or you might prefer to obtain high resolution (we have stuck to the 4 color Pmode 1). The more enterprising among you may devise new families of intersecting curves (waves, spirals, conic sections, etc.), and for luck you might venture to add another intersecting family of curves.

Have fun, the possiblilities are endless!

#### Listing 1

- 1 CLS(8)
- 2 PRINT0233, "MOIRE FRINGES";
- 3 PRINT9264, "LINES WITH LINES";
- 4 PRINT@302, "BY";
- 5 PRINT9361, "THE DELBOURGOS";
- 6 FORS=25ØTO5ØSTEP-5: SOUNDS. 1
- 7 NEXT
- 8 PCLEARS
- 9 C1=RND(3)+1:C2=RND(3)+1
- 10 SC=RND(2)-1
- 11 PMODE1,1:COLORC1,1:PCLS
- 12 SCREEN1,SC
- 13 FORH=ØT0255STEP6: 00SUB28: NEXT
- 14 COLORC2, 1: GOSUB29
- 15 PMODE1, 3: COLORC1, 1: PCLS
- 16 SCREEN1, SC
- 17 FORH=2T0255STEP6: 60SUB26: NEXT
- 18 COLORC2, 1: GOSUB29
- 19 PMODE1, 5: COLORC1, 1: PCLS
- 20 SCREEN1,SC
- 21 FORH=4T02558TEP6: GOSUB28: NEXT

- 22 COLORC2, 1:60SUB29
- 23 FORP=1T05STEP2:PMODE1.P
- 24 SCREEN1, SC
- 25 FORT=1T03Ø: NEXTT
- 26 NEXTP
- 27 GOTO23
- 28 LINE(H, Ø) (H, 191), PSET: RETURN
- 29 FORR=ØT02318TEP12
- 30 LINE(R,Ø)-(R+24,191),PSET
- 31 NEXT: RETURN

#### Listing 2

- 1 CLS(4)
- 2 PRINT2233, "MOIRE FRINGES";
- 3 PRINT0264, "LINES / ELLIPSES";
- 4 PRINT@302, "BY";
- 5 PRINT9361, "THE DELBOURGOS";
- 6 FORS-50T0250STEP5: SOUNDS, 1
- 7 NEXT
- 8 PCLEARS
- 9 C1=RND(3)+1:C2=RND(3)+1
- 10 SC=RND(2)-1
- 11 PMODE1, 1: COLORC1, 1: PCLS
- 12 SCREEN1, SC
- 13 FORV=ØT01918TEP3: 009UB20: NEXT
- 14 COLORC2.1: GOSUB29
- 15 PMODE1, 3: COLORC1, 1: PCLS
- 16 SCREEN1, SC
- 17 FORV=1T0191STEP3: 60SUB28: NEXT
- 18 COLORC2, 1: GOSUB29

#### **New Color Computer Products**

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#### \* Universal Program 1 (UP-1) \*

**UP-1** has several features needed for efficiently operating the CC. It allows several programs to be entered until the memory is filled. Quickly jump from one program to another or compose new programs while retaining old ones in the computer. **UP-1** allows writing characters or data into memory, handles data to and from a cassette, displays the ASCII value of any keyboard key, allows blocks of data to be relocated, and allows single key control of the cassette motor. There's more. **UP-1** is a word processor, allowing text to be composed, stored in memory and printed on an external printer. It occupies about 2K of memory. Cassette \$14.95 EPROM \$29.95

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- 19 PMODE1,5:COLORC1,1:PCLS
- 20 SCREEN1.SC
- 21 FORV=2T0191STEP3: GOSUB28: NEXT
- 22 COLORC2, 1: GOSUB29
- 23 FORP=1T05STEP2:PMODE1,P
- 24 SCREEN1, SC
- 25 FORT=1T03Ø: NEXTT
- 26 NEXTP
- 27 GOTO23
- 28 LINE (Ø, V) (255, V), PSET: RETURN
- 29 FORR=1T023ØSTEP6
- 3Ø CIRCLE(128,96),R,,.75
- 31 NEXT: RETURN

#### Listing 3

- 1 CLS(3)
- 2 PRINT@233, "MOIRE FRINGES";
- 3 PRINT9264, "CIRCLES/CIRCLES";
- 4 PRINT@302, "BY";
- 5 PRINT9361, "THE DELBOURGOS";
- 6 FORS=1TO24ØSTEP1Ø:SOUNDS,1
- 7 NEXT
- 8 PCLEARS
- 9 C1=RND(3)+1:C2=RND(3)+1
- 1Ø SC=RND(2)-1
- 11 PMODE1.1:COLORC1.1:PCLS
- 12 SCREEN1.SC
- 13 FORR=ØT095STEP3: GOSUB28: NEXT
- 14 COLORC2, 1: GOSUB29
- 15 PMODE1, 3: COLORC1, 1: PCLS

- 16 SCREEN1,SC
- 17 FORR=1T095STEP3:GOSUB28:NEXT
- 18 COLORC2, 1: GOSUB29
- 19 PMODE1,5:COLORC1,1:PCLS
- 2Ø SCREEN1.SC
- 21 FORR=2T095STEP3: 80SUB28: NEXT
- 22 COLORC2, 1:60SUB29
- 23 FORP=1T05STEP2:PMODE1,P
- 24 SCREEN1, SC
- 25 FORT=1T03Ø: NEXTT
- 26 NEXTP
- 27 GOTO23
- 28 CIRCLE (134, 96), R: RETURN
- 29 FORS=ØT095STEP3
- 3Ø CIRCLE(122,96),8
- 31 NEXT: RETURN

#### Listing 4

- 1 CLS(2)
- 2 PRINT@233, "MOIRE FRINGES";
- 3 PRINT0264, "LINES/PARABOLAS";
- 4 PRINT@3Ø2, "BY";
- 5 PRINT0361, "THE DELBOURGOS";
- 6 FORS=24ØT01STEP-10:SOUNDS,1
- 7 NEXT
- 8 PCLEARS
- 9 C1=RND(3)+1:C2=RND(3)+1
- 1Ø SC=RND(2)-1
- 11 PMODE1, 1: COLORC1, 1: PCLS
- 12 SCREEN1,SC

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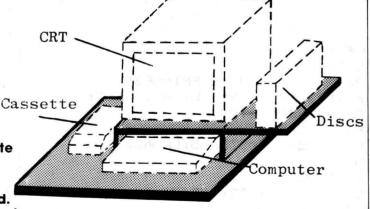
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- 13 FORH=ØTO191STEP3:GOSUB28:NEXT
- 14 COLORC2, 1: GOSUB29
- 15 PMODE1, 3: COLORC1, 1: PCLS
- 16 SCREEN1,SC
- 17 FORH=1T0191STEP3:GOSUB28:NEXT
- 18 COLORC2, 1:609UB29
- 19 PMODE1,5:COLORC1,1:PCLS
- 2Ø SCREEN1,SC
- 21 FORH=2T0191STEP3:GOSUB28:NEXT
- 22 COLORC2, 1: GOSUB29
- 23 FORP=1T05STEP2:PMODE1,P
- 24 SCREEN1, SC
- 25 FORT=1T03Ø: NEXTT
- 26 NEXTP
- 27 GOTO23
- 28 LINE (Ø, H) (255, H), PSET: RETURN
- 29 FORA=ØT0191STEP2Ø:FORS=ØT0255
- 3Ø X=(S-128)/128:Y=X\*X\*191
- 31 B=Y+A: IFB>191THENB=191
- 32 PSET(S, B, C2): NEXTS: NEXTA
- 33 RETURN



Software Review. . .

#### Two New RS Disk Programs Offer A Lot

By Robert E. Foiles

Radio Shack's two disk programs for the Color Computer have found their way into the pipeline and are on sale in some areas. Since I had been in to see the good folks at our local Radio Shack Computer Center almost weekly asking about the arrival of two disk programs, it was not a surprise to me to be greated by "they're here! now!" coming from the sales team when I stopped by recently.

With my charge card in hand, I moved to the counter to pick up the ordered copies of the new disk programs. The items come bound in the colorful three-ring binder (like Art Gallery) and like their preceding rom packs, both were created by Robert G. Kilgus then licensed to Tandy Corporation.

Both manuals are very well written and specific information is cross referenced when necessary (an improvement over the rom pack manuals). The two programs also share the same price, that is, they sell for \$59.95.

I have used both *Color Scripsit* and *Spectaculator* rom packs since they became available in our area. Thus, I felt right at home with the new programs. (Needless to say, since they are from the same author, one would expect them to be much the same.)

The experience with the rom packs is a very useful base from which to judge the new versions. The functions each program is to provide should be the same or better than the rom pack versions. On this scale, both programs have new functions but suffer from other problems. The trade off may be worth it for the individual user, but be prepared to accept the fact that you can't have the cake and eat it too. The first trade off (for both programs) is speed of operation and loss of memory.

#### **Operations**

Either program must be loaded following the disk system procedures (after the backup copy and "run" copy have been made). The user is urged to use the "run" copy created

through the BACKUP routine to save the "source" disk from damage. If the user is a first time disk user, the manual goes into detail instructions to accomplish the BACKUP (including formatting the blank disk beforehand), so even if such a user did not read the Disk System Manual, the information is at hand. The loading time is longer than the rom packs and the selection of the options listed rerquire the disk to move to that section to load the sub-program before it runs. The time lag is something any user will learn to live with, but the first time through the routine, one remembers the speed of the rom packs. To exit the programs, the user must follow a couple of extra steps to protect the disk. Again, something one can learn to live with, but in Scriptsit's case, the need to go through the Main Menu to get to a sub-menu to exit, seems a round about route.

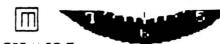
#### Disk Color Scripsit

Both programs share some of the same general operations called for by the fact the programs are on disk. *Disk Scripsit* provides an overlay for the keyboard, which names the functions the user may select—a nice touch for those who did not have to learn the key codes through use of the rompack. (*Spectaculator* does not have an overlay.)

Disk Scripsit produces the same red and yellow Main Menu as the rom pack. The user is offered the options found in the rom pack, and much more. The Clear Memory option works the same in rom pack and disk. The use of the command wipes the "page" clean. The Edit Text option has one of the new additions to the disk version. The user can select either the regular all upper case letters (capitals show up on the screen in reverse color) or the use of graphic

Continued on Page 120





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lot of space.

has been to set up a

routine which has all the

letters "drawn" in

advance, merge that with

the actual program you

start on the graphic screen.

Graphics Utility...

#### Now, Really Combine Your Graphics And Characters!

By Chris Hall

CODES 0-255 'POKED' INTO abcdefghijklmnnogrstuvwxyz{;}~% !"#\$%& ()\*4,-./0123456789:; <=>? One of the problems DABCDEFGHTJKLMMOPORSTUWNXYZ[\] + with doing graphs and ! "#\$%&/()\*+,-./0123456729:;<=>?problem number one as resentations on the Color Computer is the difficulty in getting the graphic figures with the appro-! "#\$%% ()\*+, 20 23456789;  $\langle = \rangle$ 7 is less so with tape. And, priate titles and labels. Although characters can be easily drawn by USING THE CHRS-FUNCTION forming letters using ! "#\$%& \* () \*+ - . /0 123456789: ; <= > 7 strings is not particularly Basic's DRAW command, that can take up a DABCDEFGHIJKLMM8FURSTUVWXYZ[\] + wasteful of memory. abcdefghijklmnopqrstuvwxyz(¦)~; The other way to do it

So, we can define the option of typing in the long list of DRAW statements for the letter appealing. Besides, it is

Problem two is the placing of the characters exactly where you want them. Basic has an absolutely marvelous command called PRINT

@, but this cannot be used with the graphics screen—until now, anyway. The program below, TCOPY is a machine language subroutine that is capable of making a direct copy of the text

"This program is absolutely excellent"

are using to draw the the graph or graphic, and then simply

label the figure by calculating the position the letters are to

#### TEXT EDITOR

By John Waclo



WORD PROCESSOR FOR THE COLOR COMPUTER

The bottom-line in Word Processors is printed output flexibility and TEXT EDITOR has it. TEXT EDITOR has Variable Text, Multi-Copy, and right-side Justification! Features that are hard to find in other widely advertised Word With Variable Text, you can Processors. repetitively generate the same text with predetermined changes in each output. Merge form letters with mailing lists using Variable Text. TEXT EDITOR's Multi-Copy command automatically does your letters and file copies. 50 copies of your address on mailing labels is a snap with Multi-Copy. Give your text that "professional" look with even right-side margins. It's easy, just select Justification on the Output Menu, as a virtue of the ages, so a single

16K - Special screen display, Save text, Add to text, Find locations of any word. Edit, Insert, Delete, Replace any line of text. Plus Auto Line-Centering! Output to any printer with full control over Left Margin, Right Margin, Line Spacing, Paging, Length of Form, Number of Copies, and right-side Justification. Re-format entered text; Menu driven. Draft of text; full or partial. FREE upgrade to 32K software...and more.

32K - ALL of the above PLUS... More text storage, Auto-Key Repeat, Global word or phrase exchange, and Automatic Letter Headings. Move, Duplicate or Delete blocks of text. changeable Printer Format menu and text imbeded printer control codes. Plus, Exclusive Variable Text feature...and more.

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screen and placing it on the current high-resolution (PMODE4) graphics screen. Any characters put on the text screen—including those with PRINT @ and PRINT USING will be copied!

The complete 96 character ASCII set is supported and lower-case letters will appear on the graphics screen with descenders. Characters which are not supported (such as the low resolution graphics symbols) are simply mapped on to the table of ASCII characters.

To access TCOPY, use CLOADM or LOADM to place it in memory. It was assembled to location zero, so you should include an offset (CLOADM "PROGRAM",14000 for instance) to place it where you want it. It is written in position-independent code. It can then be called, via the USR function, from Extended Basic. A short demonstration program is included here as Listing 1.

For those of you generally unfamiliar with machine language program entry, as required by Listing 2, there are two methods of getting the program into memory.

The first is to use the MINIMON program and instructions from Chralie's Machine in last month's issue. The other is to use the program offered in that column to POKE the numbers in the second column of Listing 2 (the hexadecimal numbers) into the memory locations shown in the first column. In either case, you should offset load the program as indicated above to keep it out of the way of a Basic program you may wish to write using this technique.

The Listings:

#### Listing 1

10 DEMO PROGRAM FOR T COPY

30 ' 5Ø CLEAR2Ø, 3ØØØØ 60 LOADM "TCOPY", 30000: FOR DISK -USE CLOADM FOR TAPE 7Ø PMODE 4,1:PCLS 8Ø DEF USRØ=3ØØØØ 9Ø CLS 100 ' 110 PRINT "CODES 0-255 POKES INT O MEMORY" 12Ø FOR I=Ø TO 255 13Ø POKE &H42Ø+I,I 14Ø NEXT I 150 ' 160 PRINT0320, "USING THE CHR\$-FU NCTION: " 17Ø FOR I=32 TO 127 18Ø PRINTCHR\$(I): 19Ø NEXT I 200 ' DISPLAY SOME GRAPHICS 21Ø LINE (Ø,Ø)-(255,191),PSET,B 22Ø SCREEN 1,Ø 23Ø CIRCLE (127,85),3Ø,1,.8Ø46 24Ø PAINT (127,85),1 245 CIRCLE (127,85),80,1,.8046



25Ø '

260 'CALL TCOPY

```
Page 28
28Ø X=USRØ(Ø)
290 ' FLIP BACK AND FORTH BETWEE
  SCREENS
300 IF INKEY$<>"" THEN SCREEN 0.
   ELSE 300
31Ø IF INKEY$<>"" THEN SCREEN 1.
  ELSE 31Ø
32Ø GOT03ØØ
   Listing 2
                         TCOPY - Copy Text Screen to Graphics Page
                                      August 1982
                  *
                     This BASIC-callable subroutine transfers the "Text" screen display to the current "Graphics" page. Each ASCII-character code is associated with an 8 \times 12 bit
                      array which is then Put into Graphics memory.
                   * NOTE: This subroutine is relocatable.
                          NAM
                                 TCOPY
                           OPT
                                 NOG
                                 0
                           ORG
9999
                   TCOPY PSHS Y
0000 3420
                   * Text screen Pointer.
                           LDX
0002 SE0400
9995 AF8C5D
                          STX
                                KTPOS, PCR
                   * Graphics screen Pointer.
                                 $BA
0008 9EBA
                          LDX
900A AF8C56
                          STX
                               <GPOS, PCR
                          ROW LOOP
000D 8610
                           LDA
                               <ROW,PCR</pre>
000F A78C55
                           STA
                       COLUMN LOOP
                          LDA
                   RLOOP
                                 #32
0012 8620
                                 COL, PCR
0014 A78C51
                   * Get
                               character.
                          text
                           LDX
0017 AE8C4B
                   CLOOP
                           LDA
                                 0,X
001A A684
                   * Character must be < 128.
ANDA #20111111
001C 847F
                   * Translate 128-char set to 96-chars.
                                 #96
001E 8160
                           CMPA
                           BLT
                                 OK
0020 2D02
                           SUBA
                                 #64
9922 8949
               * Increment Pointer.
                          LEAX
0024 3001
              OK .
                           STX
                                  <TPOS, PCR
0026 AF8C3C
                   * Set X-Reg to table entry.
                           LDB
                                  #12
                                              D=R*12
0029 C60C
002B 3D
002C 308C3A
002F 308B
                           LEAX <TABLE, PCR X=TABLE+D
                           LEAX DIX
                          COPY 12-BYTE CELL
                          TO GRAPHIC SCREEN
                           LDY
                                 <GPOS, PCR
0031 10AE8C2E
                          CLRB
0035 5F
                   * Get entry from table.
LOOP LDA B.X
0036 A685
                   * Exclusive-OR with 9raphic cell.
                           EORA
                                 0,Y
0038 ASA4
003A A7A4
                          STA
                                 0,Y
003C 31A820
003F 5C
0040 C10B
0042 2FF2
                          INCB
                           BLE
                                 LOOP
                   * Next column.
                           LDX
                                 <GPOS, PCR
0044 AE8C1C
0047 3001
0049 RF8C17
                           LERX
                                               GPOS=GPOS+1
                                 (GPOS, PCR
004C 6A8C19
                           DEC
                                  COL, PCR
004F 26C6
                                 CLOOP
```

<GPOS,PCR GPOS=GPOS+352</pre>

LDX

0051 AESCOF

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```
LEAX
0054 30890160
                                          <GPOS, PCR
0058 AF8C08
                                  STX
005B 6A8C09
                                  DEC
                                          <ROW, PCR
005E 26B2
                                  BHE
                                          RLOOP
                        * Return.
0060 3520
                                 PULS
0062 39
                                  RTS
                             VARIABLE STORAGE
                        *
                        * Pointers.
9963
                        GPOS
                                  PMR
                                          ž
                        TPOS
                                  RMB
9965
                        * Coun
                                 tere.
                        ROW
                                  RMB
8867
                        COL
                                  RMB
9968
                             CHARACTER TABLE
9969
                        TABLE
                                 EQU
                                          0,0,0,$20,$10,$8,0,0,0,0,0,0
                                                                                                ACCENT GRAVE
                                  FCB
0069
       99
                                          0,0,0,0,0,$1C,$2,$1E,$22,$1D,0,0
0,0,0,$20,$20,$2C,$32,$22,$22,$3C,0,0
0075
       00
                                  FCB
                                  FCB
                                                                                               b
0081
       00
                                          0,0,0,0,0,$1E,$20,$20,$20,$1E,0,0
0080
       00
                                          0,0,0,$1,$1,$1D,$23,$21,$21,$1F,0.0
                                                                                                d
0099
       00
                                          0,0,0,0,0,$1C,$22,$3C,$20,$1C,0,0
0,0,0,$C,$12,$10,$38,$10,$10,$10,0,0
00A5
00B1
       00
                                          0,0,0,0,0,0,$1C,$22,$22,$1E,$2,$1C
                                  FCB
00BD
                                          0,0,0,$20,$20,$20,$32,$22,$22,$22,0,0
00C9
       00
                                  FCB
00D5
                                  FCB
                                          0,0,0,$8,0,$18,$8,$8,$8,$10,0,0
00E1
       00
                                  FCB
                                          0,0,0,0,$4,0,$4,$4,$4,$4,$14,$8
00ED
                                  FCB
                                          0,0,0,$20,$20,$24,$28,$30,$28,$24,0,0
00F9
                                  FCB
                                          0,0,0,$18,$8,$8,$8,$8,$8,$10,0,0
       00
0105
                                  FCB
                                          0,0,0,0,0,$34,$2R,$2R,$2A,$2A,
       00
       00
                                  FCB
                                          0,0,0,0,0,$20,$12,$12,$12,$12,0,0
0111
                                          0,0,0,0,0,$10,$22,$22,$22,$10,0,0
Ø11D
                                  FCB
                                          0,0,0,0,0,$3C,$22,$22,$22,$22,$3C,$20,$20
0,0,0,0,$1E,$22,$22,$22,$1E,$2,$2
0129
       00
0135
       00
                                  FCB
0141
       00
                                  FCB
                                          0,0,0,0,0,$20,$32,$20,$20,$20,0,0
                                          0,0,0,0,0,$1C,$20,$1C,$2,$3C,0,0
0,0,0,$10,$10,$38,$10,$10,$11,$E,0,0
014D
       00
                                  FCB
0159
       00
                                  FCB
                                          0,0,0,0,0,$24,$24,$24,$24,$1A,0,0
0165 00
                                  FCB
9171
                                 FCB
                                          0,0,0,0,0,$22,$22,$14,$14,$8,0,0
                                          0,0,0,0,0,$22,$22,$2A,$2A,$14,0,0
0,0,0,0,$22,$14,$8,$14,$22,0,0
0170 00
                                 FCB
0139
       99
                                 FCB
                                          0,0,0,0,0,0,$22,$22,$22,$22,$1E,$2,$3C
0,0,0,0,$3E,$4,$8,$10,$3E,0,0
0195 00
                                 FCB
01A1 00
                                 FCB
                                          0,0,0,$4,$8,$8,$10,$8,$8,$4,0,0
0,0,0,$8,$8,$8,0,$8,$8,$8,0,0
                                                                                                L. ELLIPSIS
VERT. BAR
01AD 00
                                 FCB
                                 FCB
01B9 00
                                                                                               R. ELLIPSIS
                                          0,0,0,$10,$8,$8,$4,$8,$8,$10,0,0
                                 FCB
01C5
       80
                                          0,0,0,0,$12,$20,0,0,0,0,0,0
                                 FCB
0101
       90
                                          0,0,0,$14,$2A,$14,$2A,$14,$2A,$14,0,0 DEL
                                  FCB
01DD
       39
01E9
                                          0,0,0,0,0,0,0,0,0,0,0,0,0
                                                                                                 BLANK
                                  FCB
       99
                                          0,0,0,$3,$8,$8,$8,$8,0,$8,0,0
01F5
                                  FCB
       99
                                          0,0,0,$14,$14,$14,0,0,0,0,0,0
9291 99
                                  FCB
                                          0,0,0,$14,$14,$3E,$14,$3E,$14,$14,0,0
020D
       30
                                  FCB
                                          0,0,0,$8,$1E,$20,$1C,$2,$3C,$8,0,0
0219
       99
                                  FCB
0225
                                          0,0,0,$32,$32,$4,$8,$10,$26,$26,0,0
       00
                                  FCB
                                          0,0,0,$10,$28,$28,$10,$2A,$24,$1A,0,0
0231 00
                                  FCB
023D
                                          0,0,0,$18,$18,$18,0,0,0,0,0,0
       00
                                  FCB
0249
       00
                                  FCB
                                          0,0,0,$4,$8,$10,$10,$10,$8,$4,0,0
                                          0,0,0,$10,$8,$4,$4,$4,$8,$10,0.0
0,0,0,$9,$2A,$1C,$1C,$2A,$8,0.0.0
0,0,0,$8,$8,$1C,$1C,$2A,$8,0.0.0
0,0,0,0,$8,$8,$3E,$8,$8,0,0.0
0,0,0,0,0,0,0,0,8,8,$10,0
0255
       00
                                  FCB
0261
                                  FCB
026D
       00
                                  FCB
0279
       00
                                  FCB
0285
       00
                                  FCB
                                          0291
       00
                                  FCB
0290
       99
                                  FCB
                                                                                                 0
02A9 00
                                  FCB
0285 00
                                  FCB
                                          0,0,0,$1C,$22,$2,$C,$10,$20,$3E,0,0
0,0,0,$1C,$22,$2,$C,$2,$22,$10,0
                                  FCB
02C1
       00
02CD
02D9
02E5
02F1
       99
                                  FCB
                                  FCB
                                          0,0,0,$4,$C,$14,$24,$3E,$4,$4,0,0
       00
                                          0,0,0,$3E,$20,$3C,$2,$2,$22,$1C,0,0
0,0,0,$E,$10,$20,$3C,$22,$22,$1C,0,0
       00
                                  FCB
                                  FCB
       00
                                          0,0,0,$3E,$2,$4,$8,$10,$20,$20,0,0
0,0,0,$1C,$22,$22,$1C,$22,$22,$1C,0,0
                                  FCB
02FD
       00
       00
                                                                                                 8
0309
                                  FCB
0315 00
                                          0,0,0,$1C,$22,$22,$1E,$2,$4,$38,0,0
                                  FCB
                                          0.0.0.0.0.0.8.0.8.0.0.0
0321
       99
                                  FCB
032D
       99
                                          0,0,0,0,0,0,8,0,8,8,$10,0
                                  FCB
0339
                                          0,0,0,$4,$8,$10,$20,$10,$8,$4,0,0
       00
                                          0,0,0,$4,$8,$10,$20,$10,$8,$4,0,0

0,0,0,0,$10,$3E,0,$3E,0,0,0

0,0,0,$10,$2,$4,$2,$4,$8,$10,0,0

0,0,0,$1C,$22,$2,$16,$26,$26,$26,0

0,0,0,$1C,$22,$2,$16,$26,$26,$26,$26,0

0,0,0,$36,$14,$22,$22,$3E,$22,$22,0,0

0,0,0,$3C,$12,$12,$10,$12,$12,$12,$3C,0,0

0,0,0,$3C,$12,$20,$20,$20,$22,$20,$20,0

0,0,0,$3C,$12,$12,$12,$12,$12,$12,$12,$10,0,0

0,0,0,$3C,$12,$12,$12,$12,$12,$12,$12,$12,$0,0
0345
       90
                                  FCB
9351
                                  FCB
035D
                                  FC8
                                  FCB
0369
                                  FCB
0375
                                  FCB
0381
                                  FCB
033D
                                  FCB
0399
                                          0,0,0,$3E,$20,$20,$38,$20,$20,$3E,0,0
0,0,0,$3E,$20,$20,$38,$20,$20,$20,0
                                  FCB
03A5
       00
                                  FCB
03B1
       00
                                          0,0,0,$1E,$20,$20,$26,$22,$22,$1E,0,0
0,0,0,$22,$22,$22,$3E,$22,$22,$22,0,0
       00
                                  FCB
Ø3BD
```

FCB

**03C9** 00

## JOIN THE GROUP!

Join an active, stimulating and growing group of individuals with a common interest in the 80C Computer through the TRS-80\* Color SIG (Special Interest Group) on CompuServe. Using the CompuServe Information Service as a communications medium. Color SIG members can share advice, hints and programs with other 80C users across town or across the nation.

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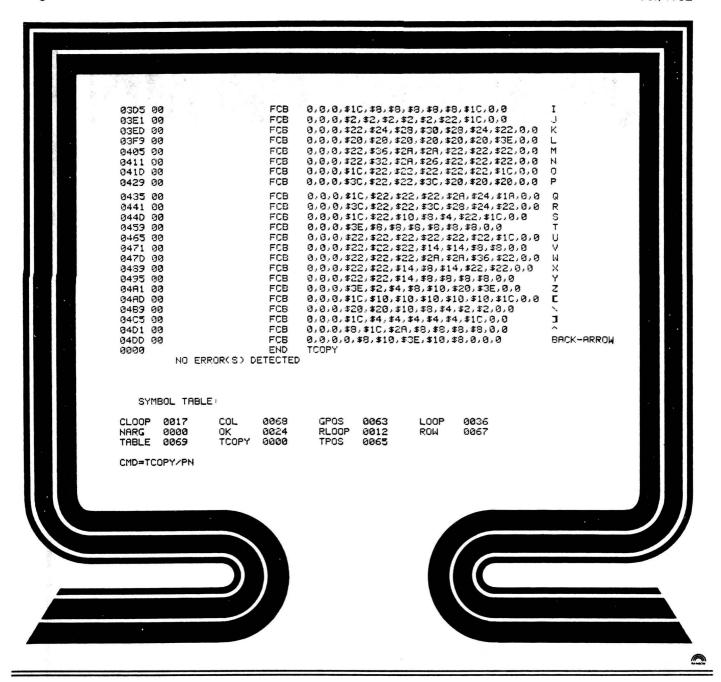
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Animals...



## Now, Let's Hear It For The Cats Too!

Could it be that the Rainbow is biased? Thus far, there has been quite a bit of mention of one sort of domestic animal—the canine—with nary a word in all these pages about the other most popular household pet—the cat.

Mike Speer seeks to set things on an even keel with this program listed below. MOMMACAT will simulate the sound of a mother cat's heartbeat.

The program could be restful in itself (for humans). Or, if you have just brought a kitten home with you, you might wish to let kitty curl up with MOMMACAT when it gets lonesome for Momma Cat.

Mr. Speer advises you can make the heartbeat go faster or

slower by "fiddling" with the variable HRTB in line 10. The program is set for 158 heartbeats a minute.

The Listing:

# 5 'MOMMA CAT HEARTBEAT 6 'BY MIKE SPEER 10 HRTB=128 20 R=15 30 B\$="V<C" 40 A\$="V<EF" 50 PLAY "V31T10003" 60 PLAY "XA\$;" 70 FOR I=1 TO (R):NEXT 80 PLAY "V31" 90 FOR I=1 TO 4:PLAY "XB\$;":NEXT :FOR I=1 TO (HRTB):NEXT:GOTO50

Game...



#### If You Went Sailin'. . . Now Try A Bit Of Rowing

#### By Geoff Wells



If you liked the *Sailin'* program in last month's issue of *the Rainbow*, you might be one of those people who likes to try their hand on the water.

But sailing is hard. There are currents, winds, rudders and so forth. Rowing is easier, there are just a couple of oars and they are pretty easy to handle.

That is if it wasn't for the currents. And, while winds and the rudder are absent here, there is a current. In fact, it can be a pretty swift one. And, did we mention the rapids? No? Well, you see . . .

Vectors is a simple program that lets you make your way across a river and tie up at a dock. If you row just right, you will make it across—you need some speed to keep from getting caught in the current. But, if you arrive too fast, you will knock the dock to bits. Could be a problem.

The program is pretty much self-prompting as to the way you should play.

And, in typing this in, notice the use of *INKEY*\$. The computer, after all, is a device that is designed to improve speed and efficiency. Why, then, is it that so many programs force us to use unnecessary key strokes?

The answer can only be laziness or lack of knowledge on the part of the programmer. The *INKEY*\$ function is one of the most simple and, yet, most powerful ways to direct program flow. It may take a few extra lines of code and a little ingenuity, but the results will be worth it. INKEY\$ can be used to set up a pseudo "do until" loop as any single keystroke is stored until INKEY\$ checks to see if a key has been pressed. You can verify this with a short test:

A\$=INKEY\$: IF A\$="" THEN 20 ELSE PRINT A\$: GOTO10

FOR X=1 TO 2000: NEXT X PRINT "INKEY\$=";: GOTO10

The flow graphics of the *Vector* program below use this technique to simulate water movement while waiting for you to input your instructions.

Another point worth mentioning is how to surpress the automatic scrolling of text when printing on Line 16 of the screen. Even with a semicolon at the end of your print statement, if your text reaches the right-hand bottom corner, the text will scroll—leaving you with a blank line at the bottom of the screen.

To avoid this, *POKE* your last character into 1535 and the screen will not scroll. This is used in lines 150 and 6070 of *Vectors* to draw and erase the north arrow.

The Listing:

- 1 \*\*\*\*VECTORS\*\*\*
- 2 'GEOFF WELLS
- 3 '21-12 EAST AVE. N.

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**SOUTHERN SOFTWARE SYSTEMS** 

```
4 'HAMILTON
5 'ONTARIO
6 'CANADA
7 'L8L 5H2
8 '1-416-529-1319
9 '
10 '
20 REM INSTRUCTIONS
30 GOSUB 9020:GOSUB 11020
40 '
5Ø REM SET UP SCREEN
60 W1$=STRING$(32,CHR$(175))
7Ø W2$=STRING$(5,CHR$(175))+CHR$
(159)
8Ø W3$=STRING$(26, CHR$(128))
100 PRINT STRING$ (32, CHR$ (159));
110 FOR X=1 TO 7:PRINT W1$;:NEXT
120 PRINT W2$; STRING$ (26, CHR$ (15
130 FOR X=1 TO 6:PRINT W2$+W3$::
NEXT X
14Ø PRINTW2$;
15Ø POKE 1Ø64,68:POKE 15Ø4,173:P
OKE 1505,168:POKE 1507,165:POKE
1508,174:POKE 1535,30:POKE 1503,
14
16Ø X=63:Y=14:BA=27Ø:RA=27Ø
170 '
500 '
510 REM LOOP STARTS HERE
520 SET (X,Y,8):RF=(64-X)/2
530 PRINT0327, "AZIMUTH OF BOAT="
BA" ";
54Ø PRINT@391, "RIVER SPEED="RF"
550 PRINT@455, "COMMAND?";
560 IF POINT(18,2)=8 THEN 5010
570 IF Y<4 AND X<18 THEN PRINT93
2,W1$::GOTO 4020
58ø '
1000 '
1010 REM INPUT PLAYERS MOVE
1020 POKE 1488,96
1030 Ms=INKEYs: IF Ms="" THEN P=1
:GOTO 3010
1040 IF M$="R" OR M$="L" OR M$="
B" THEN POKE 1488, ASC (M$): OAR$=M
$:ELSE SOUND 10,1:GOTO 1030
1050 POKE 1490.96
1060 MS=INKEYS: IF MS="" THEN P=2
:GOTO 3010
1070 IF VAL(M$)>0 AND VAL(M$)<10
THEN POKE 1490, (ASC (M$) +64):FC=
VAL (M$):ELSE SOUND 10,1:60TO 106
1080 IF OAR$="B" THEN BF=FC:GOTO
 1510 ELSE BF=0
```

```
1090 IF OAR$="R" THEN BA=BA-FC*1
Ø: IF BA<Ø THEN BA=36Ø-ABS(BA)
1100 IF DAR$="L" THEN BA=BA+FC$1
Ø: IF BA=>36Ø THEN BA=BA-36Ø
1110 '
1500 '
1510 REM THE CALCULATIONS
1520 '
153Ø REM RIVER VECTOR
154Ø NR=RF*COS(RA/57.29577951)
155Ø ER=RF*SIN(RA/57.29577951)
1560 '
1570 REM BOAT VECTOR
158Ø NB=BF*COS(BA/57.29577951)
159Ø EB=BF*SIN(BA/57.29577951)
1600 NV=NR+NB: EV=ER+EB: NV=FIX (NV
):EV=FIX(EV)
161Ø SET(X,Y,3)
162Ø X=X+EV: Y=Y-NV
163Ø IF X>63 THEN X=63
164Ø IF Y>14 THEN Y=14
165Ø IF Y<2 THEN Y=2
166Ø IF X<1Ø THEN 451Ø
167Ø GOTO 52Ø
168Ø REM LOOP ENDS HERE
1690 '
1700 '
2000 REM THE SUB-ROUTINES
2010 '
3000 '
3010 REM FLOW GRAPHICS
3Ø2Ø F1=RND(11)+4
3Ø3Ø F2=RND(51)+12
3040 FOR FG=F2 TO F2-3 STEP -1
3050 IF POINT (FG,F1)=8 THEN NEX
T FG ELSE SET(FG,F1,5):SET(FG,F1
.3):NEXT FG
3060 F1=RND(24)+2
3070 F2=RND(9)
3080 FOR FG=F1 TO F1+3:SET(F2,FG
,5):SET(F2,F6,3):NEXT FG
3090 ON P GOTO 1030,1060,7040
3100 '
4000 '
4010 REM LOSE---DOCK COLLAPSE
4020 GOSUB 8010
4030 GOSUB 6010
4040 PRINT0332, "DOCK COLLAPSED":
4050 PRINT0364, "YOU SMASHED ON":
4060 PRINT0399, "THE ROCKS";
4070 GOTO 7020
4080 '
4500 '
4510 REM LOSE---MISS DOCK
4520 GOSUB 8010
453Ø GOSUB 6Ø1Ø
454Ø PRINT9334, "MISSED DOCK";
4550 PRINT0364, "YOU DROWNED IN";
4560 PRINT9399, "THE FALLS";
```

```
457Ø GOTO 7Ø2Ø
458Ø '
5000 '
5010 REM WIN
5020 GOSUB 6010
5030 PRINT0332, "CONGRATULATIONS"
5040 PRINT0396, "PERFECT DOCKING"
5050 PLAY T$
5060 GOTO 7020
5Ø7Ø '
6000 '
6010 REM DRAW BOAT
6020 PP=327:B=21
6030 FOR DB=1 TO 5
6040 PRINTOPP, STRING$ (DB, CHR$ (1
28))+CHR$(253)+STRING$(B,CHR$(25
5))+CHR$(254)+STRING$(DB,CHR$(12
8));
6050 B=B-2:PP=PP+32
6060 NEXT DB
6070 POKE 1535,128
6080 RETURN
6090 '
7000 '
7Ø1Ø REM NEW GAME?
7020 P=3
7030 PRINT@465, "AGAIN?";
7040 M$=INKEY$: IF M$="" THEN 301
7Ø5Ø IF M$="Y" THEN 9Ø
7060 CLS:PRINT0235, "LANDLUBBER"
7Ø7Ø END
8000 '
8010 REM OVER THE FALLS
8020 POKE 1218,255
8030 FOR S=255 TO 230 STEP-2:SOU
ND S, 1: NEXT S
8040 POKE 1218,175:POKE 1250,255
8050 FOR S=230 TO 205 STEP-2:SOU
ND S, 1: NEXT S
8060 POKE 1250,175:POKE 1282,255
8070 FOR S=205 TO 180 STEP-2:SOU
ND S.1:NEXT S
8080 POKE 1282,175:POME 1314,255
8090 FOR S=180 TO 155 STEP-2:SOU
ND S, 1: NEXT S
8100 POKE 1314,175:POKE 1346,255
8110 FOR S=155 TO 130 STEP-2:SOU
ND S, 1: NEXT S
812Ø POKE 1346,175:POKE 1378,255
813Ø FOR S=13Ø TO 1Ø5 STEP-2:SOU
ND S. 1: NEXT S
814Ø POKE 1378,175:POKE 141Ø,255
8150 FOR S=105 TO 80 STEP-2:SOUN
D S, 1: NEXT S
816Ø POKE 141Ø,175:POKE 1442,255
8170 FOR S=80 TO 55 STEP-2:SOUND
 S. 1: NEXT S
818Ø POKE 1442,175:POKE 1474,255
```

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Look at these features!!

- · Fully protected power supply 5 Volts @ 2 Amps, ± 12 Volts @ .25 Amps
- Five expansion slots with all data and control lines
- Four 24-pin RAM/EPROM sockets, switch selectable
- 256 bytes of reserved I/O
- · Plugs directly into the CC cartridge slot No mods or wires to change.

#### **BT-1020 REAL TIME CLOCK/CALANDER**

PROGRAMMABLE REAL TIME CLOCK/CALANDER plugs directly into the CC expansion slot or into the BT1000 Expansion Interface Unit. Gives day, date and time for your reports, Flex\* Files letters, or data printouts. Based on the MC146818, the BT-1020 includes a 100 year clock, 50 bytes of keep-alive CMOS memory, 32.748 khz crystal control and battery back-up. Keeps time and holds memory when your computer is turned off or the cartridge is removed from the cartridge slot.

- · Day, date, month, year, hours, minutes, seconds (12/24 hr.)
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```
819Ø FOR S=55 TO 3Ø STEP-2:SOUND
 S.1:NEXT S
8200 POKE 1474,175:POKE 1506,255
821Ø SOUND 1,1Ø
822Ø RETURN
823Ø
9000 '
9010 REM INSTRUCTIONS
9020 CLS
9030 PRINT:PRINT041,"**VECTORS**
9040 PRINT: PRINT" DO YOU NEED IN
STRUCTIONS (Y/N)"
9050 M$=INKEY$:IF M$="" THEN 905
9060 IF M$="N" THEN RETURN
9070 PRINTO96," YOU MUST ROW YOU
R BOAT ACROSS
                THE RIVER, TO TH
E DOCK.
          d": CHR$ (255)
9080 PRINT" THE CLOSER YOU GET T
O THE FALLS THE FASTER THE RIVER
FLOWS. "
9090 PRINT" YOU COMMAND THE DARS
            FORCE OF THE STROKE.
AND THE
9100 PRINT:PRINT" **rIGHT***1EFT
***bOTH***(1-9)**"
911Ø PRINT" IF YOU HIT THE DOCK
```

```
913Ø PRINT"
   <ENTER>":
914Ø M$=INKEY$: IF M$="" THEN 914
Ø ELSE RETURN
10000 '
10010 '
10020 REM VARIABLE LIST
10030 'X-Y SET AXIS
10040 'BA-BOAT ANGLE
10050 'RA-RIVER ANGLE (OF FORCE)
10060 'RF-RIVER FORCE
10070 'BF-BOAT FORCE (BOTH DARS)
10080 'FC-FORCE OF STROKE
10090 'NV-EV NORTH/EAST COMBINED
 VECTORS
10100 PP-PRINT POSITION
11000 '
11010 REM THE MUSIC
11020 T1$="02; T5; L3; G+; L4; B; P100
;B;P100;B;L2;A;L4;G+;L3;B"
11030 T2$="T6;P3;B;L4;C+;A;C+;L2
:E:L4:C+:L3:B"
11040 T3$="T7;P3;B;L4;C+;A;C+;E;
D+;C+;B;C+;B;G+;O1;E;O2;G+;B;C+;
B; L2; A; L4; O1; F+; L3; E; "
11050 T4$="V31;P1;L1;B;P1;B;V15"
11060 T$="XT1$; XT2$; XT3$; XT4$;"
11070 RETURN
```

### Own a TRS-80 Color Computer? Wish you had Lower Case?

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What is it?

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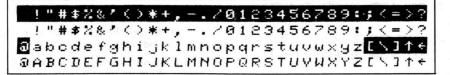
IT WILL COLLAPSE."

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Phone: 602-839-8902 MC and VISA welcome.



#### By Bob Albrecht and George Firedrake Rainbow Contributing Editors

## The Mysterious and Unpredictable RND

If you roll an ordinary six-sided die, you get a random number from 1 to 6. Each possible number has the same chance, or probability, of occurring. If not...beware!...maybe the die is "loaded."



In CoCo programs, you use RND(6) to get a random number from 1 to 6. Hopfully, each possible number (1, 2, 3, 4, 5, or 6) has the same chance (probability) of occurring.

Suppose we roll a six-sided die 600 times. We expect to roll I about 100 times, 2 about 100 times, and so on. Instead of rolling an actual die, let's simulate it on the CoCo.

Here is a program to "roll" a six-sided die as many times as you ask. While it rolls merrily along, it counts how many times the die came up 1, 2, 3, 4, 5, or 6. When it finishes rolling, the CoCo tells you what happened.

100 REM \*\* RND EXPERIMENT #2 11Ø DIM COUNT (6)

200 REM \*\* TALK TO A PERSON 210 CLS 220 INPUT "HOW MANY RND NUMBERS" : SAMPLESIZE

300 REM \*\* SET COUNTS TO ZERO 31Ø FOR K=1 TO 6 320  $COUNT(K) = \emptyset$ 33Ø NEXT K

400 REM \*\* COMPUTE RND NUMBERS. COUNT OUTCOMES 410 FOR ROLL=1 TO SAMPLESIZE 420 NMBR = RND(6)43Ø COUNT(NMBR) = COUNT(NMBR)+ 1 44Ø NEXT ROLL

500 REM \*\* TELL WHAT HAPPENED

51Ø PRINT

520 PRINT "OUTCOME", "FREQENCY"

53Ø FOR K=1 TO 6

540 PRINT K, COUNT(K)

55Ø NEXT K

600 REM \*\* TELL HOW TO DO AGAIN

61Ø PRINT

62Ø PRINT "FOR NEW SAMPLE, PRESS ANY KEY"

630 IF INKEY\$ = "" THEN 630 ELSE 21Ø

presents

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Enter the program and RUN it. First you see:

# HOW MANY RND NUMBERS?■

Let's ask for a sample size of 600 rolls, We type 600 and press ENTER. Several seconds...then we see:

OUTCOME	FREQUE	ENCY
1	106	6007
2	97	
3	100	1 . 14
4	96	1 1 1/
5	99	
6	102	
FOR NEW SAM	PLE, PRESS	ANY KEY

Your Turn. Press any key and get another sample.

Last time, we asked you to write a program to compute and count outcomes for RND(N). Easy...make the following changes to RND EXPERIMENT NO. 2.

100 REM \*\* RND EXPERIMENT #3 110 DIM COUNT(12)

220 INPUT "FOR RND(N), WHAT IS N"; N
230 INPUT "HOW MANY RND NUMBERS";
SAMPLESIZE

310 FOR K=1 TO N

420 NMBR = RND(N)

530 FOR K=1 TO N

It begins like this.

FOR RND(N), WHAT IS N? ■

We want RND(3) numbers, so we type 3 and press ENTER.

FOR RND(N), WHAT IS N? 3 HOW MANY RND NUMBERS?

We ask for 1000 numbers. In a few seconds, the CoCo displays the results.

FOR RND(N), WHAT IS N? 3 HOW MANY RND NUMBERS? 1000

FREQUENCY
337
328
335

FOR NEW SAMPLE, PRESS ANY KEY



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The value of N cannot be more than 12. If you want to try a larger value, change the DIM statement in line 110. Don't be surprised, though, if you don't see all the outcomes on the screen.

#### 2D6

To same time and space (and rest our fingers) we will use the abbreviation D6 to mean one six-sided die.



D6

D6 means one six-sided die 1D6 means one six-sided die 2D6 means two six-sided dice 3D6 means three six-sided dice and so on





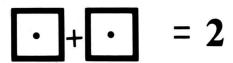
2D6

Roll 2D6 and add the spots. You get a random number from 2 to 12. No, you can't simulate 2D6 by using RND(12)!

RND(12) gives a random number from 1 to 12. Each possible number has the same chance of occurring as any other number.

That's not what happens when you roll 2D6. Some numbers are more likely to occur than other numbers. When you roll 2D6:

There is one way to get 2.



This is the basic principle of dice, and it is also the way that a number of games of chance are constructed. As you can see, there is only one way to get two when you are using two six-sided dice.

But, as the numbers change, that changes. Let's turn the page and look at the next example:

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- # Shows length of files
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COCOPRO P.O. BOX 37022 ST LOUIS, MO 63141 There are two ways to get 3.

Your Turn

#1 . . .

How many ways to get 4? 5? 6?...and so on. Write a program to do this work.

# 2 . . .

Write a program to roll 2D6 as many times as you want and tell how many times each possible number (2 to 12) occurred.

#3 ...

When you roll 2D6, what is the probability of getting 2? What is the probability of getting 3?...and so on. Make a table showing the probability of rolling each possible number (2 to 12). Use your CoCo to do this work.

Surely, but slowly, we will explore the following things:

- \* The elusive RND
- \* GameMaster's Dice
- \* Looking up stuff in files. First, files of information in DATA statements and arrays. Next, cassette files. Eventually, disk files.
  - \* Whatever else comes to mind, or is suggested by you.

What do you want? If it fits into the general idea of "GameMaster's Apprentice," we might do it. Send your suggestions, complaints, kudos, requests, whatever...to George & Bob, P.O. Box 310, Menlo Park, CA 94025.

(Copyright © 1982 by DragonQuest, P.O. Box 310, Menlo Park, CA 94025. Portions of "The GameMaster's Apprentice" are from a book-inprogress called Adventurer's Handbook: A Beginner's Guide To Role-Playing Games.)

Look For The....



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Software Review ...

# TIMS Is A Fine Data **Base Manager Program**

Yes, I know, with all the computers around here, just why are we using an index card system to keep track of programs sent for evaluation?

I cannot tell you how many people around here want an answer to that question—and they are right. So, when TIMS (Tape Information Management System) arrived at the Rainbow the other day, we decided to kill two birds with one stone; do a review and get some things organized.

TIMS is designed to do the things a data base manager is supposed to do-keep track of things. It can keep track of your programs (what we use it for), keep an insurance record of valuable items, keep track of recipes, card lists and the like. Moreover, it will then sort out these items-using a very fast machine language sort technique-and will even search through a long list of items to find what you want. All of this is done in memory, so these processes-enhanced by the machine language routines—are very quick.

Of course, there is a drawback to this system-that of available memory. TIMS will work with a 16K system, but 32K is recommended. And, once you run out of memory, your single file will not hold any more entries. You can, however, create more files easily.

TIMS combats this problem of memory use in a unique way. It reads the length of your files and configures itself so that it gets the best use of your memory. In other words, if your entries are short, you can get more of them in. This is accomplished every time you read a file in from tape. To our mind, this is one of the best features of the system.

Other good features are the ease of entry and the very simple way in which TIMS allows you to change entries in which you either made a mistake or need to update. In fact, we actually were making data entries into the system within 10 minutes after loading the tape. It's that easy.

We also like the screen displays, which use a little low resolution color to highlight the screens. These do not do anything to the program per se except making it easy on the eyes. Since data entry can be tedious, they are appreciated.

TIMS is not everything to everyone. For instance, tape is much slower than is disk and the necessity to read in every piece of data does make for limitations on the length of files.

Those things aside (which no one can solve with a tapebased system) we like TIMS very much. It has some other features, too, such as an automatic double-save of data files (to prevent possible problems), the ability to sort on second and third fields (all the Smith's will be sorted by first name as well) and two kinds of searches-ranges and items. In this last, you will be able to find all the recipes which use, say, Jello, or you can go directly to "Jello Delight."

We have no qualms in recommending TIMS.

(Sugar Software, 2153 Leah Lane, Reynoldsburg, OH 43068, \$24.95)

Look For The. . . . .





Game ...

# Towers of Hanoi is a Game For You Thinkers



By Robert A. Kelley

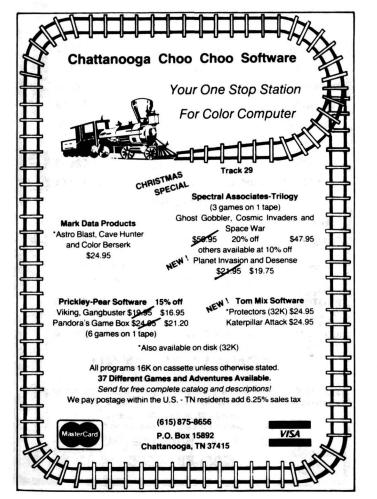
Towers of Hanoi is a classic puzzle involving the transfer of progressively larger disks from one peg to another, using a third peg as a temporary holding place. Instructions are simple and can be found in the program listing.

Some of you might be interested in its name. Towers of Hanoi is called that because it is believed it was first developed by the ancient elders of Indochina as a study in logic. Whatever the source, it is an interesting game which is fun to play and difficult to solve.

The program was written for 16K but is readily adaptable to a 4K CoCo using standard condensing techniques (delete REMs, shorten the variable names, etc.) There is a neat solution to the problem which requires the application of a regressive mathematical function, but the fun comes in discovering the solution during play.

## **VARIABLES**

PEG\$(3, 8) current status of each peg
DISK\$(8) individual disks
MV move number
A\$, B\$, C\$ peg bases
FLAG end-of-game indicator
MSG\$ illegal move message
BL\$ blank line
FR\$ peg from which disk is to be moved
OB\$ peg to which disk is to be moved
F smallest disk position on FR\$ peg



O last empty position on object peg
TP length of disk to be placed on object peg
BOTTOM length of disk on object peg

- x) 10 'TOWERS OF HANOI
  - 20 'WRITTEN FOR 80-C BY:
  - 3Ø 'ROBERT KELLEY
  - 40 '59 S. PIONEER AVENUE
  - 50 'TRUCKSVILLE, PA 18708
  - 60 GOSUB 830
  - 70 CLEAR: CLEAR 750: CLSØ
  - 80 DIM PEG\$ (3,8), DISK (8)
  - 90 BL\$=STRING\$(9,128)
  - 100 MV=1
  - 110 A\$="===1===="
  - 12Ø B\$="===2===="
  - 13Ø C\$="===3===="
  - 140 'BUILD COLORED DISKS
  - 150 DISK\$(1)=CHR\$(133)+CHR\$(143) +CHR\$(138)
  - 160 FOR X=1T03:DISK\$(2)=DISK\$(2) +CHR\$(159):NEXT
  - 170 DISK\$(3)=CHR\$(165): FORX=1TO3: DISK\$(3)=DISK\$(3)+CHR\$(175): NEXT:
    - DISK\$(3)=DISK\$(3)+CHR\$(17Ø)
  - 18Ø FOR X=1T05:DISK\$(4)=DISK\$(4) +CHR\$(191):NEXT
  - 190 DISK\$(5)=CHR\$(197): FORX=1TO5: DISK\$(5)=DISK\$(5)+CHR\$(207): NEXT:
  - DISK\$(5)=DISK\$(5)+CHR\$(202) 200 FORX=1TO7:DISK\$(6)=DISK\$(6)+
  - CHR\$(223):NEXT 21Ø DISK\$(7)=CHR\$(229):
  - FORX=1T07: DISK\$(7)=DISK\$(7)+CHR\$(239): NEXT:
    - DISK\$(7)=DISK\$(7)+CHR\$(234)
  - 22Ø FORX=1T09:DISK\$(8)=DISK\$(8)+ CHR\$(255):NEXT
  - 23Ø FOR X=1T08:
    - PEG\$(1,X)=DISK\$(X):NEXTX
  - 240 'DISPLAY CURRENT STATUS
  - 250 IF PEG\$(3,1)<>"" THEN FLAG=1
  - 260 CLSØ: PRINT@260, A\$;:
    - PRINT0276, B\$; : PRINT0460, C\$;
  - 27Ø FOR X=1TO8: PRINT@(32\*(X-1)+8)-INT(LEN(PEG\*(1,X))/2), PEG\*(1,X);:NEXT
  - 280 FOR X=1TOB: PRINT@(32\*(X-1)+24)-INT(LEN(PEG\*(2,X))/2), PEG\*(2,X);:NEXT
  - 290 FOR X=1TOB: PRINT@192+(32\*(X-1)+16)-INT(LEN(PEG\*(3,X))/2), PEG\*(3,X)::NEXT

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300 IF FLAG=1 THEN END

310 'DISPLAY PROMPTS

32Ø PRINT932Ø, "MOVE #";: PRINT9326, MV;

33Ø PRINT@342, MSG\$;: IF MSG\$<>"" THEN MSG\$="NO MOVE": SOUND 10,10

34Ø PRINT@352, "FROM

35Ø PRINT@374, MSG\$;

360 PRINT0386, "TO ";

37Ø IF MSG\$=""THEN 4ØØ

380 FOR X=1 TO 1000:NEXT

390 PRINT@342,BL\$:: PRINT@374, BL\$;

400 MSG\$=""

41Ø IF MV=1 THEN 420: FOR X=1 TO 1000:NEXT

420 PRINT0359, CHR\$ (143);: FOR X=1T075:NEXT: PRINT0359, CHR\$ (128);: FOR X=1T05Ø:NEXT

43Ø FR\$=INKEY\$: IF FR\$="" THEN 420 ELSE PRINT0359.FR\$:

440 PRINT@391, CHR\$ (143);: FORX=1T075: NEXT: PRINT0391. CHR\$(128);;FORX=1T05Ø;NEXT

450 OB\$=INKEY\$:IF OB\$="" THEN44Ø ELSE PRINT0391, OB\$;

46Ø GOSUB 49Ø 47Ø GOSUB 77Ø

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# BATTLE OF GETTYSBURG

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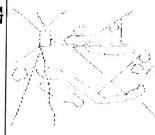
# BATTLE OF GETTYSBURG

SELECT OPPONENT

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48Ø GOT024Ø

490 'SOURCE & OBJECT PEG TESTS

500 OB=VAL(OB\$):FR=VAL(FR\$)

51Ø OB=INT(OB): FR=INT(FR)

52Ø IF OB<1 OR OB>3 THEN 75Ø

53Ø IF FR<1 OR FR>3 THEN 75Ø

540 IF OB=FR THEN 750

550 IFPEG\$(FR,8)="" THEN 750

56Ø FOR X=1T08

57Ø IF PEG\$(FR, X)<>"" THEN F=X :GOTO 59Ø

58Ø NEXT X

59Ø FOR X=1T08

600 IF PEG\$(OB, X)<>"" THEN 0=X-1:GOTO 69Ø

61Ø NEXT

62Ø 0=8

63Ø IFPEG\$(OB,8)="" THEN 69Ø

64Ø FOR X=1TO8: IF PEG\$(FR.F)= DISK\$(X) THEN 660

65Ø NEXT

660 FOR T=1TO8: IF PEG\$(OB, O+1)= DISK\$(T) THEN 680

67Ø NEXT

68Ø IF X>XX THEN 75Ø

690 'TEST FOR LARGE ON SMALL

700 IF PEG\$(OB,8)="" THEN 740

71Ø TP=ASC(PEG\$(FR,F))

72Ø BOTTOM=ASC(PEG\$(OB,O+1))

73Ø IF TP>BOTTOM THEN 75Ø

74Ø RETURN

75Ø MSG\$="ILLEGAL!!"

76Ø GOT026Ø

77Ø 'MOVE PIECE

78Ø PEG\$(OB,O)=PEG\$(FR,F)

79Ø PEG\$(FR.F)=""

800 MV=MV+1

810 0=0

82Ø RETURN

83Ø 'INSTRUCTIONS

840 CLS:PRINT TAB(9) "TOWERS OF

HANOI"

85Ø PRINT:PRINT"THIS IS A CLASSI C GAME, SAID TO HAVE BEEN ORIGIN ATED BY HOLY MENIN THE FAR EAST.

860 PRINT"THE OBJECT IS TO TRANS FER ALL OFTHE COLORED DISKS FROM PEG#1 TO PEG#3. ONLY ONE DISK M AY BE"

870 PRINT MOVED AT A TIME, AND A T NO TIME MAY A LARGER DISK BE P A SMALLER DISK." LACED ON

880 PRINT: PRINT"THE TASK CAN BE ACCOMPLIHED IN NO FEWER THAN 25 5 MOVES."

890 PRINT:LINE INPUT"HIT <ENTER> TO CONTINUE"; EN\$

900 RETURN

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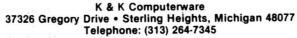
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# Protect Your Screen From The Ravages Of Scrolling With This Machine Language Scroll Protection Utility



## By Charles J. Roslund Rainbow Contributing Editor

(Mr. Roslund is the author of War Kings, Intergalactic Force and many machine language utilities for the 80C.) @@@1 @E@@

This month I will provide you with a short machine language program that will enable you to protect any number of lines at the top of your *text* screen from automatically scrolling off the screen when the rest of the screen scrolls under basic's control. This feature could have all sorts of uses. Some typical examples that come to my mind are:

1. Column headings that you want to remain on the screen while you print pages of data.

2. The top few lines in an adventure game that may describe the room you are in. This information could be left on the screen while you respond to the adventurer's questions about the room.

This scroll protect routine will protect as many lines as desired from automatically scrolling off the screen when Basic's automatic scrolling occurs (for example, when a carriage return is printed on the bottom screen line). You may print on the protected screen lines by first executing a CLS instruction, which works as usual, or using a PRINT @ command.

MANS WENA 308000 BUBB BEB9 BFØ168 MAM7 MEMC 8639 ØØØ8 ØEØE A78CEF 0009 0E11 39 0010 0E12 5555 0011 0E14 02 ØØ12 ØE15 3417 0013 0E17 0014 ØE19 0015 ØE1B ØØ16 ØE1D 8CØ5EØ ₩017 ØE2Ø 2009 0018 0E22 810D ØØ19 ØE24 278A 8CØ5FF 0020 0E26 0021 0E29 2705 ØØ22 ØE2B 3517 ØØ23 ØE2D 6E9CE2 0024 0E30 A68CE1 0025 0E33 C620 0026 0E35 3D ØØ27 ØE36 C3Ø4ØØ 308009 ØØ28 ØE39 0029 ØE3C 3410 0030 0E3E 1FØ1 0031 0E40 3416 ØØ32 ØE42 7EA34E 0033 0E45 0A89 0034 0E47 20E2 8835 BE49

0002 0E00

DANS DEND

ØØØ4 ØEØ3 AF8CØC

BEØ168

To activate SCROLL PROTECT, you need only load the program (listing accompanying this article) and EXECute it. SCROLL PROTECT is written in position independent code so it may be located in any convenient RAM area. You must reserve the area of memory where SCROLL PROTECT is located (with a CLEAR command if you choose to locate it high in memory) and not use that area of RAM again until you cold start the computer. A cold start may be accomplished by turning the computer off and on, or by entering the command POKE&H71,0 and then pushing the RESET button on the back of the compter.

The location labeled NUMLIN is where you may put the number of lines you wish to protect. I have reserved two lines in this listing. To protect four lines from scrolling you NAM SCRULP ORG \$ØEØØ

START LDX \$0168 RAM HOOK FOR OUTCHR
STX <OLDVEC,PCR SAVE OLD VECTOR
LEAX <NEWVEC.PCR
STX \$0168 INSTALL NEW VECTOR
LDA #\$39 \$ PUT RTS AT START,
STA START,PCR \$ FOR SAFETY'S SAKE

OLDVEC FDB \$5555 OLD VECTOR SAVE LOCATION NUMLIN FCB \$62 NUMBER OF PROTECTED LINES

NEWVEC PSHS A, B, X, CC SAVE REGISTERS OUTPUT UNIT (Ø=SCREEN) TST <\$6F IF NOT SCREEN, RETURN BNE RETURN LDX < \$88 CURSOR LOCATION CMPX #\$05E0 ON LAST LINE? BLT RETURN NO. RETURN CMPA #\$ØD (CR) YES. GO SCROLL BEQ SCROLL AT END OF SCREEN? CMPX #\$Ø5FF BEQ SCROLL YES. GO SCROLL RETURN PULS A,B,X,CC RESTORE REGISTERS

JMP LOLDVEC,PCR] RETURN TO OLD VECTOR
SCROLL LDA NUMLIN,PCR # OF PROTECTED LINES
LDB #32 CHARACTERS / LINE
MUL # COMPUTE SCREEN START
ADDD #\$0400 FOR SCROLL
LEAX <RET,PCR PSHS X PUT ON STACK
TFR D,X X=SCREEN START

TFR D.X X=SCREEN START
PSHS A,B,X PUSH REGISTERS SCROLL WILL PULL
JMP \$A34E CALL SCROLL IN ROM
DEC \$899 DECREMENT CURSOR POINTER

BRA RETURN

RET

would POKE&H0E14,4, if you locate the program at the same address as the attached listing. If you poke a zero in NUMLIN, no lines will be scroll protected. You may change NUMLIN even after SCROLL PROTECT has been executed and the number of protected lines will immediately change. Do not poke a value greater than 15 into NUMLIN (since there are only 16 screen lines).

Following is a description of how SCROLL PROTECT

Lines 3 through 9, beginning at the label START, perform initialization. Location \$0168 contains a vector (RAM HOOK) that is vectored through every time a character is printed to any device (screen, printer, cassette, disk, etc.). The beginning address of the actual SCROLL

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PROTECT routine, labeled NEWVEC, is placed in this vector location so that the program beginning at NEWVEC will be executed every time a character is printed. The original vector at \$0168 is saved to return to when SCROLL PROTECT has completed its job. The last task the initialization routine does is put an RTS instruction (\$39) at the START. This protects against performing the initialization more than once, if you attempt to EXECute the program more than once.

The label NEWVEC starts the routine that actually does the Scroll Protection. First it saves some registers that should be preserved. It then tests address \$006F and returns if it does not contain a zero. \$006F contains the OUTPUT UNIT number, which is zero if you are printing to the screen (-2 for the printer, etc.). Next, at line 15, it loads the X register from address \$0088. This is a pointer to where the cursor currently is on the screen. Screen memory runs from \$0400 to \$ 05FF, so if this pointer is less than \$05E0, the cursor is not yet on the bottom screen line. Line 16 checks for this condition, and returns if the cursor is not on the bottom line. If the cursor is on the bottom line, a CMPA #\$0D is executed. The A register contains the character that is to be printed, and \$0D in ASCII is a carriage return. If you were going to print a carriage return on the bottom screen line, the program branches to SCROLL. SCROLL calculates the starting address to scroll the screen down from in lines 24 through 27. The next two lines (28 and 29) push a return address onto the stack. The starting address for scrolling is then transferred from register D to X, and then in line 31, registers A, B, and X are pushed onto the stack. These last steps (lines 28 through 31) are necessary because I will call the scroll routine in ROM at line 32. The point where I enter the scroll routine assumes the X register contains the screen start address. By loading X with a number other than \$0400, I was able to tell the ROM scroll

routine where to start from. The ROM scroll routine ends with a PULS A, B, X, PC instruction. I had to PUSH these registers onto the stack before calling the scroll in ROM returns (to RET), I decrement the cursor pointer (least significant byte) by one to point it to the correct screen location and then branch to RETURN. RETURN PULL's the registers that were saved at NEWVEC, and jumps to the original RAM hook vector that was saved at OLDVEC. At this point, Basic is finally allowed to print the character it had in the A register.

The other path through SCROLL PROTECT executes lines 20 and 21 which check if you are printing a character at the very end of the screen (\$05FF). If you are, SCROLL is called, and the same steps described above are executed.

If you have MINIMON running from last month's column, you can get SCROLL PROTECT into memory with the "S" command. To locate SCROLL PROTECT where my listing shows, load and execute MINIMON. Then enter the command "S 0E00 ENTER, and start entering the numbers in the third column of the source listing. Every two digits must be followed by a return.

When you are done, exit the monitor with a "G" command and save a copy of SCROLL PROTECT to tape or disk. The start, end, exec addresses for where the listing shows the program located are \$0E00, \$0E48, \$0E00. These addresses locate SCROLL PROTECT in the first Disk Basic, or the second Extended Basic, Graphics page. This is a convenient location if you are not using these grapics pages.

This listing is applicable to Extended Basic or Disk Basic computers. If you have regular Color Basic, you must change the jump at line 23 to an RTS instruction. This is most easily done by changing all three bytes of object code on line 23 (6E, 9C, E2) to (39, 39, 39).



# PAC-DROIDS Packs Plenty Of Arcade Challenge

Who was it who said, "You can't tell a book by its cover...?" Shakespeare? The shorter Bartlett? And, isn't there a second line, or more? Well, adage or not, I've never really subscribed to that bit of philosophy, anyway. I make all sorts of decisions based on covers, books and what have you. So, when Pac-Droids came to me in a spiffy box with a colorful cover, I decided it was going to be better than your average bear.

Then, 34 seconds after I popped the cassette into the recorder, came the first segments of the title page, sort of the "video cover." With computer games, I've found title pages to be extra special; usually, they're brilliant in color, painstakingly detailed and lovingly produced. I figure that sometime in the next century, some art critic will build his reputation on being the expert on early personal computer title page art. People viewing his collection will ooh and ah and exclaim how, "They just don't make computer art like that anymore."

The Pac-Droids title page is something of a tease. It appears behind a screen of green lines that peel off, one by one, from the top until there it is in all its glory. As I watched the lines wipe away to one side, I wondered: "Is the entire title page behind the screen all the time as the lines peel off, or is it actually created, line by line, as the green lines scoot off the screen?" I guess we'll have to defer to Charles Forsythe, who created the game for The Programmer's Guild, for the answer to that. Anyway, it was a very interesting process that kept me occupied until, at the 1:45 minute mark, the maze game was fully loaded and ready to play.

If the name didn't tip you off, let me spoonfeed you with the information that this is the latest—and, thus far, greatest—in the series of home computer Pac-Man derivatives. And, if Mr. Forsythe doesn't find my use of the term "derivative" in good taste, well...sorry, Charlie.

I mean, you start out in the middle of this maze, and the idea is to stay away from the three drones while you eat up some dots. If the drones get too close for comfort, you head your space ship toward one of the energy pellets in each of the corners and get a transfusion. Then, for a few fleeting seconds you are surrounded by an energy field and can ram the red drones for extra points.

Of course, the drones take off like the proverbial bat when you get energized. Eat all the dots without getting dispatched and you're on your way to the 10,000 post mark where you get an extra ship and a new maze pattern. Sound slightly familiar? Bet a roll of quarters on it. But Pac-Droids has some new twists on the chase/get chased plot, and they add a lot to the excitement.

To begin with, there's a drone hot on your heels from the moment you leave the starting gate. No more solitary grazing at the bottom of the screen. And beware the dreaded Blue Drone Robot! You don't tangle with him (her?) even if you've just had energy dot spinach. Not only that, the Blue Drone Robot also plants mines that look a lot like energy dots. But then, you have Super Bomb! By careful navigating, you can drop one of your supply of three Super Bombs at just the right time and destroy everything in its path—mines, red drones, even the Blue Drone Robot. Balooey!

Pac-Droids can be played with joysticks or the keyboard arrows, and up to four players can compete in one game. It works on all 16K Extended Basic CoCos and is in machine language for fastest action.

A feature I liked especially—and one the arcade game

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by Mark Zimmerman and Ed Pollard



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#### SOFTWARE CONCEPTS DIM

#### **DIMENSIONAL SOFTWARE**

105 Preston Valley Shopping Center Dallas, Texas 3954 Clairemont Mesa Blvd. San Diego, California could use, too—is a combination audio/video signal that shows how much time the next player has to get ready for action. A bar of colored lines reaches across the top of the screen as the between-player interval begins. The bar gets shorter and shorter to the accompaniment of a droppingbomb sound until the action picks up again. The bombdropping sound is a clever audio alarm that can catch the attention of next-up players who may have their eyes off the

Personally, I found the keyboard arrows more effective in controlling the action than the joysticks, but a companion had just the opposite experience. Neither of us came even close to the 10,000 points needed for a new maze screen, but it was our first encounter, and the potential was clearly there. There's definitely enough challenge in Pac-Droids to last a long, long time, and I'm going to make at least 10,000 even if I have to draw a pattern to it—as was the case with the arcade game.

Maybe I shouldn't admit this in print, but Pac-Droids does underline a problem I have with joysticks: I can never remember which way is up! Now, my particular problem is compounded by having several brands of joysticks to choose from, an embarrassment of riches I suppose, but none of them have a label saying top, bottom, up or down. On some joysticks the fire button is above the stick, on others, below, on others, on the side. Yes, I could label them myself, but, in case any innovative manufacturers are listening...hear this, I'll bet I'm not the only soul out here in consumerland who wastes the first play of every graphics game just getting oriented to my joystick.

A final word of caution to novices, while Pac-Droids packs plenty of challenge, even for the joystick-jaded, if you aren't "into" the maze genre of consumer graphics games, have patience and keep playing. This reviewer has pumped more quarters than he cares to calculate into Pac-Man coin slots, and he went through easily two dozen Pac-Droids games before he felt like he had any control at all. The payoff on your initial frustration in learning comes in having a game that will put your skill to the test long after you've become a veteran computer combatant.

(The Programmer's Guild, P.O. Box 66, Peterborough, NH 03458, \$19.95)

-Jim Reed

Software Review ...

# El Diablero Will Test Your Adventure Skills

If you are a novice adventurer, you best stay in the farm leagues for a while before tackling *El Diablero*.

This new Adventure program requires something more than a minimum amount of skill to solve. As the advertising says, you start out alone in the middle of a desert. And, frankly, that is a real accurate description of where you are. You know what there is in the middle of the desert, don't you? Virtually nothing, that's what. And that's how you start El Diablero.

Things do not get better quickly. To make it somewhat easier, though, you have an advanced movement featurepressing arrow keys to go north, south, east and west. No having to type in "Go North" or, even, "N." All that is necessary is to press one of the arrow keys (except for the left arrow—because it continues to be the means to "erase" text entry. So, the next key—the @ sign—is substituted.

Don't let this easy movement lull you. That is the only thing that is easy about El Diablero. It's an interesting and complicated Adventure, with magic combined with the

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Software Review ...

# Five Defender Games Offer Variety And Thrills

By Robert D. Nunziato Jr.

(All of a sudden, there are nore "Defender-like" games on the market than there are snatchers in the sky. We asked Mr. Nunziato to review the ones we had on hand a couple of weeks ago, but then two more came in. In order to make this a comprehensive assessment of these games, we are combining his reviews of three programs, followed by two of ours-done by our own staff.)

This has been a lot of fun—the opportunity to be a space jockey, flying and fighting my way through three new 'Defender-type" games.

The first, Offenders, comes pretty close to the arcade version. The program introduction unwinds with high resolution and rainbow colored graphics complimented by 21st Century sound effects. The game itself continues to produce impressive high res "rainbow" graphics which scroll smoothly during play.

The scenario, though described as a mideast conflict in the documentation, parallels the arcade space game. You use your joystick to control your ship's direction, speed, altitude and rocket fire as you cruise above the surface destroying (or being destroyed) by a variety of alien "things."

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Scattered along the moving terrain below are your ground compatriots. Alien snatchers move down to grab your guys and move them up. Score bonus points if you can destroy the snatcher, scoop up your guy in midair and fly him safely to the ground. No easy feat! It the snatcher makes it to the top—look out!

As you zoom around zapping the enemy, keep one eye on the scanner screen. It keeps you posted on the enemy's location and highlights a "snatch" in progress. There are a couple of other good twists to this arcade action that I will leave for you to discover.

Its in machine language for 16K.

The second of the trio, Starfire incorporates the same features and general play rules. There are, however, a few added options; warp drive and a smart bomb. Watch out for the alien space ship in this one! It comes after you like a homing pigeon to the roost.

The graphics are high res and excellent, but "break up" when graphic characters overlap. The sound is fair, colors good. Control of your ship is handled through the keyboard and ship movements are quick. Keyboard control takes some getting used to but is not a drawback.

There is some difficulty in placing enemy craft in relation to your ship on the scanner. Sometimes you can't pick yourself out of a crowd. Starfire is generally not as impressive as Offenders, but it represents a quality machine language, arcade-type game for the 16K 80C with a few play features that Offenders lacks.

The third entry, Avenger, lacks some of the sophisticated features provided by Offenders and Starfire. In this game, the graphics are high res and excellent, the scrolling smooth but the colors—green on black—are not impressive. The scanner provides a clear picture and is the best of the three. Control of the ship is again by the keyboard, providing upward, downward and variable speed unidirectionally.

This drastically reduced playability. There are no men on the hills below and no snatchers in the skys. Yet, there is no shortage of attacking alien ships and devices.

All in all, this 16K machine language program is a straightforward "shoot-'em-up game.

Protectors provides the most colorful graphics of the group. It, too, is in machine language but uses 32K and makes you a two-handed pilot. Yes, you need both joysticks to make it do its stuff. This is somewhat difficult, but you can either get the "hang" of it or just forget about the left joystick—which, primarily, controls the direction your laser

There is no scanner screen, but there are mines. They can give you fits—as they track your ship. There is a smart bomb available, too, that can be released by pressing both joysticks. And, handy for those needed respites, there is a "freeze action" option that stops everything while you take a breather . . . or answer the telephone.

Last, but certainly not least, is *Planet Invasion*. It has fine high res graphics, good sound, a well-done scanner, lots of different attackers, snatchers and smart bombs. You can catch your own men after you have destroyed the snatchers and you can also flash into hyperspace.

An additional feature of Planet Invasion is that you can earn bonus ships and smart bombs. And, you have variable speed in flying in both directions.

Another neat feature is what happens to you if all your "crystals" are snatched away. Planet Invasion sends you into the depths of space to fight until you kill enough nasties to get back to the surface.

This one uses one joystick, but also two keys on the keyboard for launching your smartbomb or to move into hyperspace.

(Offenders, American Small Business Computers, 118 South Mill, Pryor, OK \$29.95 tape, \$34.95 disk) Starfire, Intelletronics, 22 Churchill Lane, Smithtown, NY 11787,\$21.95)

(Avenger, The Cornsoft Group, 6008 N. Keystone

Ave., Indianapolis, IN 46220, \$19.95 plus \$1.50 s/h) (Protectors, Tom Mix Software, 3424 College N.E., Grand Rapids, MI 49505, \$24.95 tape, \$27.95 disk plus \$1 s/h)

Planet Invasion, Spectral Associates, 141 Harvard, Tacoma, WA 98466, \$21.95 plus 3% s/h)

# SOFTCORE SOFTWARE

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Page 54

Software Review ...

# Video Interface Kit Is **A Boon For Colors**

Even if you sink a lot of money into a color TV, you are still at the mercy of the little silver box inside CoCo's innards which converts the "raw" video output to something that can be used with a regular TV.

There are products on the market known as monitors which have better line-scanning capabilities than a regular TV. These are the kind of sens that you will see in a television station. But they have to be —for the most part—hard-wired in. In other words, a monitor does not also have a tuner built

With a computer, this can be a boon. That is simply because there is no chance of a regular TV station interferring with your 80C's signals. At the same time, though, you cannot use a monitor as a regular TV.

Still and all, a color monitor will greatly improve your picture from CoCo. There is one additional problem, though. And that is that most monitors will not hook up with the signal (called RF video) which comes out of the back of the 80C.

But, if you are going to the expense of buying a monitor, you don't want the RF signal, anyway. You want something called composite video.

Radio Shack did the smart thing in supplying RF video. It meant that any TV could be used with CoCo. But, for those who want a little more, you have to bypass the RF video and get the "raw," or composite, video signal.

Enter the Video Interface Kit. This is a little gizmo that has to be soldered into the inside of the 80C (thus voiding your warranty when you open the case) and, in effect, bypassing the box which converts the composite signal to an RF signal. If you have a monitor which will only accept composite video, this is a nice way to go.

The kit is easy to install and works well. There is no question that the combination of a kit and a monitor greatly improves the color and resolution of the picture from your 80C. There are only five points which have to be soldered and they are fairly simple to do.

Our only complaint with the Video Interface Kit is with the instructions. While the written ones are complete, the diagram is backwards as to orientation of the computer. The written instructions say to turn the computer so you are facing the back—but the diagram shows the innards as facing from the front.

A nice bonus with the kit is an output for audio as well as video. While few monitors come equipped with audio (ours does), having true audio output is a bonus.

(Jarb Software, 1169 Florida Street, Imperial Beach, FL 92032, \$19.95)

# Here Are 200 Tunes For CoCo To Play

If you want CoCo to play for you, then there is a way. The Songbook offers more than 200 tunes ranging from childhood to Christmas numbers that are easy to play and fun to listen to.

We have worked with several songs, and have had a moderate amount of success. Except for one or two places in all 200-plus of these tunes, Sara Nolen has done an excellent job of using the PLAY command to give you some of America's best-loved songs.

This is really a two-part package. One part is the songbook itself, with the words and CoCo PLAY command "scores" of all the music. The other is a tape or disk version of the songs—run from a series of menus—which allow you to hear all of them without typing them in.

The Songbook programs have a modified version of a menu which allows you to enter the number of the song you wish to have played. CoCo then displays the song's title on the screen and plays the song. Once it ends, you can choose another...and another...and another.

This is a four-program package, with each containing about 50 songs. For tape users, each tape must be loaded separately to gain access to the songs in that particular program. For disk users, there is a menu to load the particular program you want, and then select the song. Its

And the songs: A fine selection, all told. There is a large number of Christmas tunes, children's songs, many old favorites, a few waltzes, folk songs and patriotic songs. Why, you could even get married with the Songbook; it includes two wedding marches. Or graduate. "Pomp and Circumstance" is here, too.

This one is a lot of fun.

(Prickly-Pear Software, 9822 E. Stella Road, Tucson, AZ 85730, \$29.95 on tape, \$34.95 disk plus \$2 s/h)

Software Review ...

# Big Num Will Give You Lots Of Big Numbers

For those who are fascinated by big numbers—billions, trillions, sextillions and more—then Big Num may be for you.

As you know, CoCo can show up to nine digits before it goes to exponential display. After those nine digits, you will get a number like 1.23456789E+09 to indicate you should move the decimal point nine places right and add zeroes if



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necessary. This can be confusing.

Big Num solves this problem by using some of the machine language registers to give you true big numbers. The number above would be shown as 1234567890. Moreover, it can perform addition, subtraction, multiplication, division or exponential factoring (raising numbers to powers like 9999) and give true answers.

This is accomplished by using the registers of the 80C and takes a few minutes to get used to. And, although you are using machine language subroutines, some of the calculations (particularly with exponents) take some time.

But you do get big numbers—and we mean big ones. If you use or need big numbers—or just want to play around with them, then *Big Num* is just the ticket for doing so.

Incidentally, Big Num is also accurate to all of its digits (1,024 in 16K, more with larger memory capacity), although it does not have commas to separate the "sets" of numbers.

For those who want to play around with numbers, or who need the true and accurate numbers, *Big Num*—while a bit expensive—will perform as described and do it well.

(Quasar Animations, 1520 Pacific Beach Drive, San Diego, CA 92109, \$19.95))

Software Review ...

# **Dungeon Maze Game Has**Interesting Graphics

When you find a game which combines both graphics and "words" in an Adventure, you expect to really have a lot of fun. And, that is pretty much the case with *Dungeon Maze Game*.

This is a somewhat difficult adventure and, frankly, the switching of the graphics and text screens (you have to do it by entering a single key) gives added enjoyment. The Adventure itself is enjoyable, pretty darn difficult and has a good premise which will keep your attention.

The graphics part of this game is a maze which is viewed from above. Its done with simple lines and a "little person" (you) to show location. By pressing a single key you can switch to the text screen for a description of where you are—and a warning tone sounds when you near a "magic" area.

Movement on the graphics screen is accomplished by using the arrow keys, so that is a simple process which does not interfere with the game play. What does, however, is the use of Basic to re-draw the maze with each move. This, frankly, is the major negative to the program—it takes a few seconds to make each move. If you assume that you are a thoughtful Adventurer, then there is little problem with this moving time, but, if you want to go fast, it can be somewhat distracting.

Overall, Dungeon Maze Game rates pretty high on the Adventure scale, both in terms of difficulty and in terms of playability. While it was initially distracting to change screens to find out where you were, we quickly got used to the style of play and found it much more fun to "see" locations as we moved than to just imagine them.

A word should be said for the top-view of the maze. For many reasons we liked it better than the traditional "inside" view of a maze. Perhaps it was because it was easier to visualize the place we were from above than from ground level.

(Circle City Software, P.O. Box 30166, Indianapolis, IN 46220, \$27.95 tape or disk)

Software Review...

# Roman Checkers Is A Clever Othello

Roman who? I had never heard of this game which Radio Shack calls *Roman Checkers*. Don't let the name fool you. *Roman Checkers* is Radio Shack's version of the popular board game, *Othello*.

This RS product is a surprisingly clever rendition of the board game which uses "reversible discs." The computerized version displays the board pieces in the form of "Eagles" and "Monuments." But the idea is the same. The goal is to maneuver opponent's pieces. By successfully executing this maneuver, the opponent's pieces become your pieces. The rules of play can be mastered in a few minutes. The strategy of play may take you years to attain true mastery. It's a fun game, though.

Your opponent may either be another person—in which case, the computer acts as score keeper—or the computer itself. The computer allows you to select various levels of difficulty. If you are stumped by a particular move, ask the computer to display your possible legal moves. You may even request guidance in making the "best" move for a given board setup.

As you become a better strategist, your games may last for hours. Radio Shack has included a provision for saving the current board setup and score on cassette. Get a good night's sleep and come back to it later!

Roman Checkers is supplied in a ROM pack.

(Available at Radio Shack stores for \$29.95)

# **Color Computer Programs**

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# **★** The Enchanted Forest

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# **★** The Game Show

Now a lively party game where two teams compete against the clock to name several items in a category. Includes 60 rounds with color graphics and sound. Machine language routine for fast response. Requires 16K extended basic and joysticks.

Tape cassette (postage paid).....\$19.95

Genesis Software P.O. Box 936 Manchester, Mo. 63011

Software Review...

# Not a Monster But Pretty Big League

## By Ted Lee Kentucky Country Day School

This is a review of the software cassette program 20,000 Leagues Under the Sea from the Reading Is Fun Series for the Radio Shack Color Computer.

This package includes a reading book with illustrated pictures, a cassette audio tape that reads aloud each word in the book, and one cassette tape (two sided) which contains both spelling and vocabulary programs to drill and/or test the listener on these areas.

There are essentially two parts to this package. The audio cassette tape with its accompanying reading book is one part. The cassette tape containing the vocabulary and spelling drills is the second.

In this reviewer's opinion, the audio tape and illustrated book are excellent. The voices narrating the story, word for word, seem to be those of professional actors, providing tone and emotion to the words. There is also some musical accompanyment which adds to the zest of the story. All in all I think almost everyone loves to hear a good tale told with rousing spirit. The combination of this high-quality aural dramatization and adequate art work should make the reading of this condensed booklet a pleasure for almost anyone. In fact, I suspect that this part was done separately, and Radio Shack adapted it and combined it with the computer.

Although the drills are well done and have been carefully thought out, the vocabulary and/or spelling test portion of this dual package lacks the zest and vitality displayed in the audio cassette reader. They are both educationally and technically sound in their construction, yet it is doubtful if a young student would enjoy this part very much or for very long. It is encased in a too standard testing format with no diversion and not much incentive.

This package is written, it seems to me, for the use of a single individual who wants to learn at home. Had it been developed for use in a professional teaching environment it most certainly should have contained added enhancements such as written lists of tests, sentences and words used—possibly cross-referenced to the book.

There are areas that could be strengthened even now, such as more adequate documentation explaining just how each feature works and what to expect. As it stands now, the one sheet (two sides) explanation given the purchaser just barely meets the needs of the user.

And, though the documentation is a bit brief, the low price gives the buyer good value received and then some.

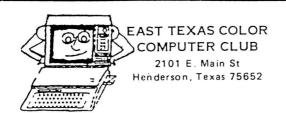
Overall, this package is well done and worth purchasing if you have a young person who might use it. Educationally it is based on sound principles. Surely, as time goes on, we will see improvements in this kind of computer software that take greater advantage of the computer's ability to entertain and challenge in its own right.

(Available at Radio Shack stores, \$19.95))

# How To Clear All Graphics Pages

You can clear all your graphics pages by entering the following command: *POKE 25,6:NEW*. If you do this, you will not be able to use graphics pages, but you will have more program memory.

Caution: Do not try this POKE with any program in memory. It will destroy whatever program is resident in the 80C.



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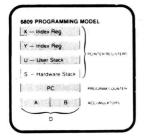
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Box 668 Encinitas, Ca. 92024 (714) 436-3512 Software Review ...

# Disk Colorcom/E Is "Fine Software"

By Dr. Lane P. Lester

Reviews are traditionally done by individuals who have some experience in the area under consideration. For example, I was recently asked to review a book on genetic engineering because a few years ago I wrote a book on that topic.

When it comes to software, however, there is something to be said for having a novice as the reviewer. An expert is likely to use this expertise, perhaps unconsciously, as a supplement to the documentation and operation of the software. On the other hand, a beginner will judge the quality of the program strictly on his success in getting it to do the job it claims to do, and he will have to depend solely on what the software supplier gives him. The purpose of all of the foregoing is to justify the following, a review of a smart terminal program from someone who is just now getting his feet wet in telephone communications.

When I started getting the itch to let my Color Computer reach out across the country with telephone wire tentacles I discovered five intelligent terminal programs on the market. The claims of each supplier sent a swirl of baud rates, stop bits, parities, uploads, and downloads coursing through my brain. To try to make some order out of chaos (the chaos of my own ignorance) I wrote to each supplier and compiled a list of comparisons between the programs.

From that comparison I concluded that for someone in my situation, COLORCOM/E would be the best choice, while I could see that other programs would be better for other users. My situation is that I have a 32K machine, RS disk drive, Epson MX-BO printer, Hayes SmartModem<sup>TM</sup> and illusions of grandeur about what I am going to

THE COMPOSER SPEECH SYSTEMS, A MANUFACTURER OF SPEECH, MUSIC, AND SOUND EFFECT SYNTHESIZERS FOR THE SS-50 BUS, INTRODUCES THE COMPOSER FOR THE COLOR COMPUTER. THE COMPOSER IS A VOICE MUSIC COMPUTER WHICH ALLOWS ONE TO EASILY DEVELOP MUSIC. EACH VOICE USES ITS OWN MAYESHAPE TABLE. BOTH A BASIC AND A MACHINE LANGUAGE PROGRAM ARE INCLUDED, NO ADDITIONAL HARDWARE IS NECESSARY. THE COMPOSER ALLOWS THE ORGINAL MUSICAL SCORE TO BE SAVED. IN ADDITION, THE COMPILED MUSIC MAY BE SAYED AND BEST OF ALL IT MAY BE PLAYED MITHOUT ANY OTHER SOFTWARE. EXAMPLES OF HOW THE COLOR COMPUTER CAN BE USED TO REPRODUCE SOUND EFFECTS ARE ALSO INCLUDED. YOU HAVE TO HEAR THE DIFFERENCE TO REALLY COMPARE, BUT JUST LOOK AT SOME OF THESE FEATURES: RADIO SHACK MUSIC THE PRICE. COMP

VOICES. 4

COTAVE RANGE. 7

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MANUAL. 25 (
MUSIC INCLUDED. YES

TEMPO (SPEED). 20
DOTTED NOTE. YES

DOUBLE DOTTED. YES

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QUARTER NOTE TRIPLETT. YES

EIGTH NOTE TRIPLETT. YES

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accomplish through telephone communications.

COLORCOM/E was originally available only on ROM pack, but a disk version has just recently been released and is the subject of this review. Most but not all of the features of the disk are present in the ROM version. The program disk is copy-protected, which means that you can't make a backup copy. This is not as rotten as it sounds because Spectrum Projects provides you with two disks of the program for \$49.95, and damaged disks can be replaced for \$8. There is not much opportunity for damage, because to enter and start the program, you just type RUN"GO."When the title and words PRESS "ENTER" TO START come on the screen, you can put the disk away. No further accesses are needed.

There are four modes of operation in the program: Advanced Entry, Dial, Command, and On-Line. The user can switch from one mode to another by using appropriate keys which are illustrated in the following "mode map":

Command

c5/G. . .c5/SPACE

Advanced Entry c5/?. On-Line

BREAK/?. . .BREAK/BREAK

Dial

Characters to the left of the "/" indicate the key presses to move from the lower mode to the upper, those to the right from upper to lower. Notice that the command mode can be entered directly from any of the other modes by Control-5 (down-arrow and 5). Question marks indicate ignorance on my part.

Advanced Entry—This is the mode you enter when you press ENTER to start the program. Before calling the host computer it is possible to type in a message of any practical length to send after communication is established. This can save expensive time in access and/or long distance charges. Data entered in this method go (aside to language freaks: I still consider "data" to be the plural of "datum") into an area of memory referred to as the transmit buffer, while data received from the host are considered to reside in the receive buffer.

Dial—If you have an intelligent modem like the SmartModem you can use this mode to dial the phone for you. This may sound silly, but wait until you have to dial a long distance number (11 digits) with a rotary dial phone five times before the computer answers. It's mighty nice to hit "A/" and have the number redialed. The little loudspeaker on the SmartModem is a nice touch in that it lets you hear a busy signal, or even (horrors!) a human voice when you get a wrong number. Well, this isn't supposed to be a review of the SmartModem, so let's move on.

Command—This mode responds to 24 different key presses to provide an amazing array of options. I should mention that it is also possible to do most of your communicating without fooling with more than a few. Each command can be considered to involve the control of one of five areas:

Communication (L, B, 0 and Q) These commands allow you to set a whole host of different parameters which make it possible to communicate with any computer that knows how.

Display (up and down arrows, shift up and down arrows, T, and X) While either on-line or off-line it is possible to view the data stored in both the transmit and receive buffers.

Mode (G, =, SPACE, and BREAK) See the mode map

# - COMPUTER SHACK -

This was a big month for us and the Color Computer. We received over 30 programs to test and out of this 30 we decided to add 7 exciting new programs to our line of quality software. Some of the rejected programs were fairly good. But we liked a different version better. A good example is Galac attack, a good game, but we all liked Astro Blast better. Every one of the games in this ad has been tested by the Computer Shack Crew and all are rated very, very good. In 80 Micro, we publish a top ten list of what we think are the best games for the TRS-80. We would like to do the same thing for the color computer. But we need help. Please send us a list of your favorite COCO games.

#### KATERPILLAR

The Color Computer's version of the popular arcade hit. This version is by Tom Mix Software.

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#### ASTRO BLAST

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A classic adventure game for the COCO by Spectral Associates.

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By Bob Withers

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#### HAYES SMART MODEM

The very finest modem you can buy for the Color Computer or any other computer. Features include auto dial, auto answer, built it speaker LED signals auto redial, etc.

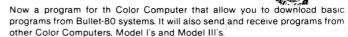
300 Baud ...... \$229.00 1200 Baud ..... \$539.00

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A really neat utility to make, adjust and play with the sound routines of the color computer.....\$24.95

# COLOR DIRECT FILE TRANSFER

Tape Version \$19.95 By Bob Withers



Direct File Transfer (DFT) is a modem program which will handle the direct uploading and downloading of machine language, work processor files, text files, and basic programs directly to tape with no conversion necessary. It is the program you must have to download from any Bullet 80 system. DFT also has a chat mode, and has software controlled half and/or full duplex.

It also has a unique feature which can save you much time, it automatically converts all model I and III tokens. This allows you to run most model I and III basic programs just as they are downloaded on your color Computer. This also allows you to send basic programs to any model I or III owner who has a copy of DFT. (DFT is very popular with the Model I and III).

#### BUGOUT

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above.

Disk (R, W, D, S, and E) Here's where the disk version really shines, in its rapid access of disk files. Data can be read into the transmit buffer before going on-line, and the receive buffer can be quickly stored before you accidently hit the CLEAR button or the power goes off. D gives you a disk directory, and S and E allow you to save only selected parts of the receive buffer.

*Printer* (V, P, S, and E) You can set parameters for your printer and print all or selected parts of the receive buffer.

On-Line—Here is where the actual communication between your computer and the host takes place. There are some real nice features in this mode that make communication both powerful and convenient.

To send part or all of the transmit buffer to the host, one presses control-1 or control-2 (down arrow and number key). The transmit buffer can contain one or a number of different files with control characters showing the beginning and end of each file. Either you or the host computer can control the transmission of the files.

Control-3 allows you to freeze or unfreeze the receive buffer so that you store only the material you want.

Control-4 tells you how much memory you have left in the receive buffer. If you run out (the program warns you 80 bytes before this happens) the incoming data start being written over the oldest data.

Control-5 gets you into the command mode.

Control-7 and Control-8 come under the heading of "bells and whistles." You can load an initiation file (to be discussed below) with two 32 character messages that can be sent while on-line. For Compuserve I have my account number in one and my password in the other. For Connection-80 in Woodhaven, NY (212) 441-3755 I have the SmartModem command that dials the phone number as one message and

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the hang-up-the-phone command as the other.

The ability to create initiation files is just one more evidence of the care that went into this package. On the disk is a program "SETINIT" which allows you to set in advance a number of modem and printer parameters plus write the two messages mentioned in the previous paragraph. These are stored on disk with the name "SYSINITx/BIN" where "x" is a single character you select to distinguish one initiation file from another. When you RUN "GO" and COLORCOM/E says PRESS "ENTER" TO START you press instead the single character of the file you want to use. That file is then loaded, and you have those parameters and messages in memory. I have separate files for Compuserve, Dow-Jones, Woodhaven, NY, and Elgin, TX. Each has messages most useful for each system.

I don't know about you, but I get a little suspicious when a reviewer doesn't find anything negative to say about his subject. I got stung not too long ago when I bought a program on the basis of a glowing review with nary a harsh word in it. With that in mind I'd better report some shortcomings of COLORCOM/E.

A program's documentation is almost always a good target. Program writers' skills in writing programs are virtually never matched by their abilities in writing documentation. The 21-page manual that accompanies COLORCOM/E is not the best that I've seen, and it's not the worst. It took me several readings before I began to feel that I had a handle on what I was supposed to do to use the excellent features of this program. I'm still a little hazy on a few of the functions. In a couple of places corrections had not been made to reflect the change from ROM to disk versions.

The above mode map would have been very helpful. Particularly valuable and almost completely lacking would be examples of communication between host and terminal to illustrate the various functions. I must say that personally I do prefer what could be called the reference manual approach taken here to the tutorial approach taken by the Tandy manuals. Both are actually needed. The tutorial takes you through the system once and makes you feel good about it. And the reference manual serves as a continuing tool as you use and master the software.

I have a few other nits to pick about an otherwise excellent program. For example, it's too easy to hit *CLEAR* and erase everything in the receive buffer; this should require a twokey press for clumsy oafs like me.

It's hard to view all of the contents of the transmit buffer. Although key presses will stop the scrolling, when the end of the buffer is reached the screen clears. It would be much better if the display would pause so that you could read the last few lines.

The printer baud rates of 110-1200 were a poor choice; 600-4800 would have been much more useful. Currently I can only print at 2400 baud so have been unable to use the print functions of COLORcom/E. I have to SAVE the receive buffer and print it later with my word processor program, TELEWRITER.

So as not to end on a negative note about a fine piece of software, I should tell you that I still think I made the right choice. I must also confess that I am having a great time communicating with other computers, and if you are looking for a way to put a new sparkle into your Color Computing this is a good way to do it.

(Spectrum Projects, 93-15 86th Drive, Woodhaven, NY 11421, \$49.95 plus 1.00)

#### COLOR COMPUTER DISK SYSTEM



We offer a complete disk drive interface system for the color computer, featuring the Tall Grass Technologies Double Density, buffered disk controller card. The disk interface board plugs into the color computer expansion socket and provides for doubling the storage capacity of single density type disk drives by using GCR encoding / decoding techniques. Power may be taken internally from the system or from an external power supply (not normally required even with piggyback 4116's installed). This controller will support up to 4 single/double density, single/double sided 5 & 1/4 inch disk drives. These include Shugart 400 series, Siemens 82, TEAC 50 series, Pertec FD200, MPI B51/52/91/92. Tandon and others. The controller uses standard 10 sector diskettes and does not read or write the soft-sectored IBM style formats used by TRS-80 or FLEX systems. Two reasons for not using a soft sectored system are cost and reliability

The Tallgrass double density format offers more margin for worn diskettes, dirt etc. and less expensive single density disk drives & diskettes. All you need to add to have a complete disk system is a disk drive /

#### DISK OPERATING SYSTEM (DOS)

The Disk Operating System for the Tallgrass Technologies Disk controller (CCMD+9) is a full featured "BASIC" compatible operating system. It is fully integrated with the ROM, basic system already in the color computer and automatically is initialized upon system power on much the same as the R.S. disk system ut there is a big difference between that disk system and CCMD+9. First of all we support any mix of 35, 40 or 80 track single or double sided disk drives, which allows a minimum of 4 times the storage capacity of the "other" disk system. We also make far better use of the disk storage space by using sector allocation for each file instead of the granual method of 8 sector blocks which can waste anywhere fro 7 sectors for each file on the disk. For example, on their DOS, if 5 files each required only 2 sectors there would be 40 disk sectors allocated, a waste of 30 disk sectors or almost 4 "granuals". This is not the case in our disk system, only the required number of sectors would be used.

Many other disk systems using a sector allocation system have a problem with file fragmentation and ve seek time after a disk is used over and over adding and deleting files until it becomes so bad that the disk must be re-formatted to correct the problem. With CCMD + 9 this is not the case, as files are deleted the disk space is automatically repacked to help keep files from being fragmented and decrease access time. The DOS is contained in a ROM on the disk controller the same as the R.S. disk system so you don't have

to "bootstrap" the DOS off of a disk and it doesn't get clobbered easily by a runaway program as most ram based systems do. The DOS does "NOT" require Extended Basic and will run on a 4, 16 or 32K system thout any modifications. CCMD + 9 uses approximately 1K of ram for the disk system which is taken from the top of memory, this allows all previously purchased tape software to function with the disk system, this is not so with the R.S. disk system.

CCMD+9 supports both Basic and Machine language programs. It is easily accessible to the beginner of advanced machine language programmer with easy to use and well documented entry points to perform disk as well as screen/printer/keyboard input & output. It includes 10 disk file functions to open, close, read/write random or sequential files, read specific sector of file, flush sector buffer to file, close & rewind file (re-open) and process disk system errors. The screen/printer/keyboard I/O functions include input character, output character, output text string, output carriage return, output 2/4 hex characters, output space character and read/write single disk sector

The "BASIC" interface system allows Basic and Basic programs to communicate with the disk system much the same as the R.S. disk system does with a few added features. It includes both Direct and Indirect basic commands, Direct commands can be executed any time and Indirect commands are contained with "Basic" programs. The Direct commands include: LOAD or SAVE (binary/ASCII basic program disk file). CHAIN (load & execute basic program) and CDOS "disk command." The "CDOS command allows you to execute a specific disk command from the free standing disk system, these include: LOAD/SAVE machine language or memory file, REMOVE one or more disk files, CHANGE disk file name, CHECK disk file for errors, ANALYZE disk directory, STRACK set tracks & sides for disk drive, SCMP set compare on/off, RUN load & execute machine language disk program. GOTO execute machine language program at specified address, and NEW initialize disk. If the "CDOS" command is executed without any command following control is passed to CCMD+9 where any of the previously mentioned commands can be executed directly

thus providing total control of the entire system. The command system is easy to learn and remember with a minimum of effort on the users part. The BASIC interface system was designed to be compatible with the existing 1/0 commands used with tape files for easy conversion and upgrading to disk. When using Basic disk files up to 9 files can be active at once with all disk file memory allocation being done automatically at run time, you don't have to reserve file space as with the R.S. disk system. The indirect basic commands include: Open, Print, Input, Line Input (ext. Basic), EOF, Rewind, Close, Print Using (Ext. Basic), these all function in the same manner as basic tape file 1/0

CCMD+9 has one other unique feature not found in most disk systems. Eash disk initialized by the system is assigned a disk label which can be used instead of a disk drive number, the sys automatically locate which drive the diskette is on and use it accordingly. This can be very useful in basic programs which use files on multiple disks, you don't have to worry which disk belongs in which drive

Part of the power and flexibility of CCMD+9 lies in the Disk Utility System which allows the system commands to be greatly expanded by adding utility or transient disk commands. These commands are automatically handled by the system so as not to overwrite Basic programs in memory and can even be called by a Basic program in some cases. For example you can perform a disk copy or backup while still preserving a basic program currently in memory, no other system that we know of has this ability. We currently have a list of utilities available and will be adding to it constantly to improve the system

#### SOFTWARE SUPPORT

This disk system is the most recent one to enter the color computer disk market and is currently the only one with any disk software to support it. There should be no problem in the future with a lack of software for this system because, it is extremely easy to interface software to. We currently have available for the disk system a Disk Assembler which allows files larger than memory to be assembled a Disk Text Editor which makes writing Basic and Assembler programs easy and also will edit files larger than memory, a Disk Text Editor/Processor (WORD PROCESSOR). TEXTPRO1 which is easy to learn and extremely powerful for its price range. TEXTPRO II is an advanced version with expanded features programmable tabs. 3 line processable headers, decimal/center/right justity/ horizontal tabs, keyboard input processing and more. A Disk Disassembler/Source generator, a Disk system monitor which includes all of the TRSMON monitor commands & has access to all of CCMD+9 disk commands & automatically locates itself at the top of memory to stay out of the way, and a full compliment of disk utilities. The utility disk includes, full disk Dackup, build disk text file from keyboard, 24 hour screen clock, single or multiple disk file copy, text file executive processor. ASCII/HEX file dump/list/map utility. ASCII file lister/printer, and a disk relabel utility. All at prices far below what other disk system software sells for

TG-99 Disk Controller w/CCMD + 9 DOS ROM	\$159.95
CCASM9 Disk Assembler	\$ 34.95
CCEDT9 Disk Text Editor	\$ 24.95
CCDISS Disk Disassembler Source Generator	\$ 29.95
CCTPR1 Disk Text Editor/Word Processor TEXTPRO 1	\$ 39.95
CCTPR2 Disk Text Editor/Word Processor TEXTPRO 2	\$ 59.95
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#### - SPECIAL LIMITED OFFER

We have a complete disk system package available that includes a 40 track single sided disk drive with power supply case 2 drive cable TG-99 controller w/CCMD+9 and a disk containing CCUTLY disk utilities and CCEDT9 disk editor all assembled and tested for \$499 00 Additional 40 track drive with power supply & case tested

For double sided drives add \$100 00 per drive. Add \$5.00 per drive for shipping. NO COD s on disk drives or disk system special. Shipping for disk controller add \$2.50. for Disk software only add \$1.00. Visa & M/C add 3% (this is what the bank charges us)

Manufactured under license from Tall Grass Technologies

### CO RESIDENT EDITOR/ASSEMBLER



Co-resident Editor/Assembler that will allow the user to create, edit and assemble machine language programs for the color computer. The editor portion of the program is similar to the text editor in TEXTPRO.

The assembler will output machine object code to either cassette tape in a "CLOADM" readable format or directly to memory for direct execution. The assembly listing can optionally be output to the printer connected to the RS-232/Printer port on the color computer. All errors are displayed with a full text message for easy identification. The assembler supports the full compliment of the M6809 instruction set and also will cross assemble 6800 source code to produce M6809 compatible object code

CO-RESS

# SYSTEM MONITOR



TRSMON is a 2K system monitor program that will allow you to explore the workings of the color computer. It features 9 debuging commands, tape load and save compatible with Basic "CLOADM", up/down load via RS232 port, terminal package that allows the color computer to be used as a terminal at baud rates up to 9600 baud and a printer driver to direct display output to the printer for memory dumps, disassemblies etc The program is position independent so it can be moved anywhere within the system memory. A very powerful tool at a very reasonable price. Commands include:

Memory examine & change, Goto defined address, Load Tape program (w/offset), Load Motorola S1-S9 file (RS232), Save Tape program, Send memory file S1-S9 (RS232), Set and/or display breakpoints, Remove one or all breakpoints, Define printer/terminal baud rate, Set and/or display registers, Dump memory in Hex & Ascii format, Disassemble memory file, Terminal mode & optional buffer, Fill memory memory, Find memory byte sequence, Exit monitor to Basic, Exit monitor to Rom Pack (\$C000). Re-initialize tor, Direct output to printer.

TREMON ON TAPE \$34.95 TRSMON on 2716 Eprom

SK COLOR RAM/EPROM CARTRIDGE HOLDS 4-2716 EPROM or RAM 2K RAM CHIPS \$19.95 51/4" DISKETTES, SOFT OR HARD SECTOR, BOX OF 10 MOTOROLA 6809 PROGRAMMERS MANUAL + \$2.50 SHIPPING 18T CLASS

\$24.95 2716 EPROMS \$14.00

\$30.00

## **TEXTPRO** TEXT EDITOR/PROCESSOR



TEXTPRO is a complete text editor & text processing program for the Color Computer. The program includes our powerful full function text editor plus the added features of a text processor. The entire program utilizes only 6K of memory space including the tape, screen and keyboard buffers. It is extremely fast in editing and processing text files and is compatible with Basic ASCII formatted tape files

e Editor itself includes 24 commands including string search & replace, line and automatic line edit modes which allow you to insert, delete, change or add characters. Automatic line editing allows you to skip forward and backward for checking and editing, all screen editing immediately updates the screen so you know exactly what you are doing at all times. The Editor also has commands to move or copy single lines or blocks of text from one place to another. Some of the other commands include Tape load, save and append; Automatic line numbers, delete line, set input line length and printer output

The Text Processor includes 29 commands for formating the output, some of them include, page length left margin, top & bottom margin, line length, justify & fill modes, page heading, center line, double width print, margin control, single, multiple & special indent modes, test lines left on page, display & input from keyboard and even special control codes can be sent to the printer for different print densities etc. It even has a repeat command with a next command to redo all of or a portion of the file as many times as needed. TEXTPRO will turn your color computer into a full fledged text processing machine at a price you won't elieve. Available on 'CLOADM' compatible cassette

SPECIAL INTRODUCTORY PRICE \$29.95 RS. DISK VERSION \$49.99

## DATAPACK DATA COMMUNICATIONS PACKAGE

DATAPACK is a Terminal package program for the COLOR COMPUTER, allowing you to use the color computer as a buffered computer terminal through a modem to a time sharing network or as a direct connect terminal to another computer system at rates up to 9600 baud. This program is more than a standard 'Videotext' type program in that it will allow you to save data stored in the buffer either to cassette tape, or output a hard copy to a printer. The data buffer is automatically set to the maximum size of your system memory when entered to allow maximum space for saving data. The program includes features to send control codes and to enable or disable keyboard echo. When the terminal mode is exited the contents of the buffer may be viewed on the screen or saved to tape for later loading. Also the RS-232 port can be used to plug your printer back in for sending the screen buffer to the printer. An additional feature is the ASCII format that is used on tape is compatible with the CER-COMP Text Editor program and BASIC, enabling you to edit or delete unwanted information

PRICE: \$24.95 ON CASSETTE RS. DISK VERSION \$49.95

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**CER-COMP** (702) 452-0632 Add \$1.00 Postage - MC/Visa Add 3%

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# Techy Yes! Preppy No! At Least for You-CoCo



by Sue Searby

We have all been aware of the popular "Preppy" look. Saddle, shoes, alligator polo shirts, and words like "Mummy" and "Really" are the keys.

Well I am here to tell you that Preppy is out and "Techy" is *in!* Do not delay your transition (or upgrade, as a Techy would say.)

The new compter age has given birth to *the* new look—the look of being at one with technology. The trappings of circuitry, and software must be second nature. Computereese shall be your native tongue. To plug into the new logic, begin with these simple steps.

**Techy Accessories** 

Always have a fully populated circuit board in your top desk drawer. It must be in plain view of a visitor when you reach for a pencil.

Be sure to carry a few small IC chips and a washer or resistor in with your change.

Do not use an ordinary ruler. Keep a flow-chart template for drawing straight lines.

As ASCII to HEX conversion chart should be kept next to your calculator (with a few computer memory addresses scribbled in the margin.)

The Techy Look

SHOES: Definitely leather—they will show and hold small flecks of solder best And do imbed two or three small resistors along the stitching of the upper sole on the outside of each shoe. (The leads will hold them firm.) Please match the color of the value stripes with your outfit. The look we are after is Techy—not Tachy!!

PURSE OR CARRIER: It must have an outside pocket or flap in which you casually carry an Unger cordless soldering iron. Women may keep the required two microsized screw drivers here as well. Men should wear these in the shirt pocket.

MEN'S SHIRT POCKET: Along with the micro screw drivers, carry approximately 18 inches of fine solder coiled in a circle of about one inch in diameter. Carefully drape the last inch over the edge of the pocket.

Techy Talk

This is the true mark of a good Techy. The more fluent in Computereese, the better. Cause as much confusion as possible. Hide simple facts with a barage of technical jargon. Only other Techys should understand you. Throw in serial, jparallel, RS232, baud, bit, byte, K, for good measure. For common conversation, the following are absolute musts!

You do not talk or discuss—you "interface."

A Techy does not simply forget. He experiences a "Read Error." Or he may say he "missed a RAM refresh cycle."

When you wish to introduce a new topic, ask everyone to "hit reset" or "reboot."

A doctor's visit should be referred to as a "diagnostic circuit check."

A Techy does not argue. He objects of disagrees simply by announcing "syntax error—retry" indignantly.

Of course, when excusing a tangled tongue or mistake of mouth, "I/0 Error!" with a smile is a Techy response.

If a Techy finds someone rather dull or stupid, he labels the other a "serial processor with a slow clock!"

Lastly, on a white diskette cover, scrawl the following message to be left on your desk at noontime to prove a real Techy lives here.

OUT FOR A BYTE BACK IN A BIT

# NOVA·PINBALL

AN EXCITING NEW PINBALL SIMULATION FOR THE COLOR COMPUTER! WITH ALL THE ACTION THAT'S MADE IT AN ALL TIME FAVORITE! \$20



FEATURES,

Arcade Action Graphics and Sound 4 Players

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Race around the track with a computer controlled car in pursuit. Like the arcade, DODGE-EM! \$14

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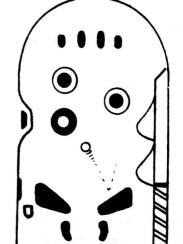
Great PAC-MAN action!

\$15

**BUG-ZAP** 

Shoot bugs in formation, before they swoop down to attack you! \$9

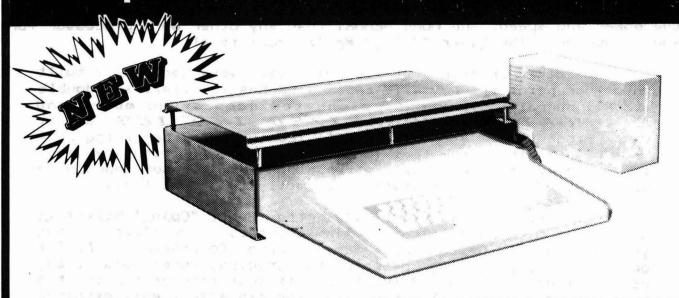
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# Color Computer Expansion Interface



# **AVAILABLE NOVEMBER 1982!**

- RS DISK COMPATIBLE NO modification required
- 64K Memory access circuit (for 32K Rev-E computer) NO modification needed
- Parallel PIA port Drives printer or I/O leaves RS-232 available for modem, etc.
- Expansion port selects up to 7 more peripheral cards
- Aluminum chassis saves space computer slides under TV on top
   — Room for Expander Card and up to 4 peripheral cards.
- Additional I/O cards on the way . . . speech, 12 bit A/D, and more!

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# Super "Color" Writer II

A "ROLLS ROYCE" FOR YOUR COLOR COMPUTER

If you are contemplating buying a word processor for your TRS-80C Color Computer or TDP System 100 Personal Computer, look no further!! The <u>Super "Color" Writer</u> is the most powerful and most versatile word processor available. This user-friendly program gives you many times the power and speed, and MORE MEMORY than any other word processor for your computer. The <u>Super "Color" Writer</u> does it all!

No other program lets you fully use every capability built into your printer, AND WITH EASE! Emphasis, italics, double strike, normal mode, compressed, elongated-compressed mode, and ELONGATED EMPHASIZED ITALICS are at your fingertips, all within JUSTIFIED text. Underlining is a breeze! All the parameters for proper page formatting (margins, page length, etc.) are fully alterable. Yet, without changing a single thing you can print text perfectly the first time.

Don't think for a minute that the <u>Super "Color" Writer II</u> won't work with your letter quality printer. There's no reason you can't give H<sub>2</sub>O its proper name or have footnotes. As for bold print, <u>underlining</u>, proportional spacing, <u>super bold</u> or any other printer-controlled function - if your printer has it, the <u>Super "Color" Writer II</u> can do it! You can also freely exchange thimbles or daisy wheels to change to italics, or to a totally different typeface with the pause print feature.

And the <u>Super "Color" Mriter II</u> has the exclusive WINDOW to make your formatting pleasant and perfect. Enter the window to view your whole text as it will be sent to the printer, whatever your margins, from 1 to 200 or more! No longer will you be tied to seeing only 32, 51, 64 or whatever number of characters on a line. You can see that your text is centered, headers and footers are always properly placed, and your columns are correct.

With the <u>Super</u> "<u>Color</u>" <u>Mriter II</u> screen editing is a snap; the commands are powerful and hard to forget. You can edit all your BASIC PROGRAMS TOO! With all these features, you must surely agree that this is the "ROLLS ROYCE" of word processors. To learn more, refer to the Nelson Software Systems ad in this magazine. And don't forget that the <u>Super</u> "<u>Color</u>" <u>Mriter II</u> is only one important part of the <u>Super</u> "<u>Color</u>" <u>Library</u>, which includes the <u>Super</u> "<u>Color</u>" <u>Terminal</u>, the <u>Super</u> "<u>Color</u>" <u>Mailer</u>, the <u>Super</u> "<u>Color</u>" <u>Disk-ZAP</u> and the soon to be released <u>Super</u> "<u>Color</u>" <u>Calc</u> and <u>Super</u> "<u>Color</u>" <u>Database</u>. No other company gives you such outstanding products and support. You can buy theirs now and ours later, OR you can save your money and get the best from the very start!

This document was prepared using a TRS-80(TM) Color Computer, the <u>Super "Color" Mriter II</u>, an Epson MX-80 Graftrax Plus (TM), and an NEC Spinwriter 3510 (TM) to illustrate the great flexibility in formatting allowed by the <u>Super "Color" Mriter II</u>.

Spinwriter is a trademark of NEC Information Systems, Inc. MX-80 Graftrax Plus is a trademark of Epson America, Inc. TRS-80 and TDP System 100 Personal Computer are trademarks of the Tandy Corporation.

# THE ULTIMATE IN COLORCOMPUTING

For the TRS-80 Color Computer and TDP System 100 Personal Computer

# Super "Color" Writer II



# The Rolls Royce of Word Processors

The Super "Color" Writer is a FAST, machine code, full featured, character (screen) oriented word processing system for the TRS-80™ Color Computer and ANY printer. The video display is styled after a professional phosphor (green characters on black background) display. for hours of use without eye fatigue (optional orange on black). The unique print WINDOW frees you from 32, 51 or 64 character lines FOREVER! This window can be moved anywhere in the text file, up, down, left or right to display the text as it will be printed without wasting paper. You can create or edit Super "Color" Terminal files, ASCII files, BASIC programs or Editor/Assembler source listings. It's simple enough for beginners with 4K and . . . for the professional writer with a 32K disk system and a lot to say, there's plenty of room to say it!

COMPARISON CHART	SUPER	COLOR	WRITER '	THE	COMPE	TITION
System Size	4K	16K	32K	4K	16K	- 32K
TAPE: Text space	N/A	7K	23K	N/A	2K	18K
ROMPAK: Text space	2.5K	16K	31K	N/A	N/A	, N/A
DISK: Text space	N/A	5.5K	21.5K	N/A	0.5K	16.5K
Right Justify		YES			NO	
Video Window		YES			NO	
Edit any ASCII File		YES			NO	
Programmable Function		YES			NO	

The figures speak for themselves and with professional features like PROGRAMMABLE function string commands to perform up to 28 commands automatically. PROGRAMMABLE text file chaining, PROGRAMMABLE column insert & delete, and right hand JUSTIFICATION with punctuation precedence, the choice is clear but there's still more! In their September '82 issue, "80 MICRO" says, "The Color Computer has finally come of age. Nothing illustrates that coming of age better than this offering (SUPER "COLOR" WRITER) by Nelson Software". The **Super "Color" Writer** takes full advantage of the new breed of "smart printers" with Control codes 1-31, 20 Programmable control codes 0-255 for special needs. Works perfectly with all.Epson, Radio Shack, Okidata, NEC, IDS, Centronics, Citoh, Smith Corona, Diablo Etc., Matrix, or Letter Quality Printers.

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# Super "Color" Writer II Disk

The Disk version of the Super "Color" Writer works with the TRS-80C Disk System and has all the features listed above plus many more! Use with up to four Disk Drives. Includes an extended HELP table you can access at any time. Call a directory, print FREE space, Kill disk files and SAVE and LOAD text files you've created all from the Super "Color" Writer. Print, merge or append any Super "Color" Terminal file, ASCII file, BASIC program or Editor/Assembler source listing stored on the Disk or tape. The Super "Color" Writer Disk version has additional formatting and print features for more control over your printer and PROGRAMMABLE chaining of disk files for "hands off" operation. Print an entire BOOK without ever touching a thing! Includes comprehensive 90 plus page Tutorial manual.

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# Super "Color" Terminal By Dan Nelson The Ultimate in Smart Terminals

The Super "Color" Terminal turns the Color Computer into a Super-smart terminal with all the features of VIDEOTEX" plus much more. COMMUNICATE with Dow Jones & Compuserve and with computers like the TRS-80™ MODEL I, II, III, APPLE etc., via moden or RS-232 direct! Save the data to tape or print it! Reduces ON-LINE cost to a minimum!

## **FEATURES**

10 buffer size settings from 2-30K ● Buffer full indicator ● Prints buffer contents ● Full 128 ASCII keyboard ● Compatible with Super "Color" Writer files • UPLOAD & DOWNLOAD ASCII files, Machine Language & Basic programs • Set RS-232 parameters • Duplex: Half/Full • Baud Rate: 110, 300, 600, 1200, 2400, 4800 • Word Lengths 5, 6, 7 or 8 • Parity: Odd, Even or None • Stop Bits: 1-9 • Local linefeeds to screen • Tape save & load for ASCII files, Machine code & Basic programs . Unique clone feature for copying any tape.

# Super "Color" Terminal Disk

The disk version of the **Super "Color" Terminal** works with the TRS-80C Disk system and has all the features listed above plus many more! Use with up to four Disk Drives . Call a directory, print FREE space, kill disk files, save and load text files or BASIC programs • Echo ability in full duplex • Lower case masking • 10 Keystroke Multiplier (MACRO) buffers that can be saved on disk to perform repetitive log-on tasks and send short messages (up to 250 characters each) • Programmable prompt or delay for send next line . Selectable character trapping . Set printer Baud rate to 110, 300, 600, 1200, & 2400 • Operators Manual.

ROMPAK \$49.95 TAPE \$39.95 DISK \$69.95 Operators manual only \$10.00 (Refundable with purchase)

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The Super "Color" Maller is a powerful multi-purpose file merging program that uses files created by the Super "Color" Writer II. One of Super "Color" Maller's most popular uses is producing customized form letters — at a fraction of the time and expense of individually typed letters. With Super "Color" Mailer you can combine a Super "Color" Writer II file containg a form letter with a file containing a list of names and addresses. You can even insert special words and phrases - unique to each addressee — into the body of the letter. Other Super "Color" Maller uses include creating invoices, printing mailing labels, addressing envelopes, and producing "boiler plate" legal documents out of many. different paragraphs. Features include: the ability to selectively print mailing lists by any of up to 10 user definable fields • automatically prints current date • address • salutation • closing • P.S. etc. • prints any ASCII file • justification.

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**DISK \$59.95** 

# Super "Color" Disk-ZAP

The Ultimate in Disk Repair Utilities

A must for ALL Color Computer Disk system owners. A high-speed machine code Disk Utility that can copy sectors and tracks • repair directory tracks and smashed disks, etc. Super "Color" Disk-ZAP has a special screen display that displays sector, track and memory contents in HEXADECIMAL and ASCII at the same time with double cursors that can be moved in any direction. With Super "Color" Disk-ZAP you are able to verify or modify disk sectors at will. You can even type right onto the Disk! You can send sector contents to the printer or any other RS-232 device in either ASCII or HEXADECIMAL listing. Search the entire Diskette for any ASCII or HEXADECIMAL string. Comes complete with comprehensive manual.

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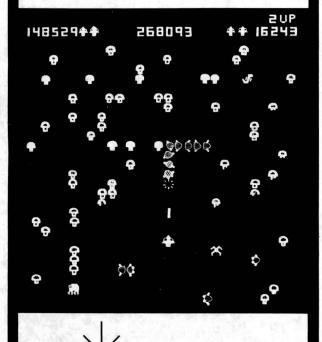
Software Review...

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# A Pretty Maze And Few Clues Help You Escape

You are in the top floor of a building and looking for a way to *Escape*. For those of you old enough to remember Fibber McGee and Molly, as Molly used to say: "Tain't easy McGee!"

It isn't. But to help, there are some clues which are thrown at you by a seer, a poet, and a bunch of other people and creatures which inhabit rooms at the top of the building. The only way down is by an elevator ride—but the elevator has a bad habit of going a mite too fast unless you know the five digit code.

And how do you get the code? From the inhabitants of the rooms, of course.

You reach the rooms by traveling through a blue and red maze. Use the arrow keys and look for doors. Enter them at your own risk—some will provide clues. Others, well. . .

We suppose *Escape* can be classified as an Adventure of the graphic variety. It is fun to play, although don't think you can solve it quickly or easily. It requires some mapping as well as figuring out just what the clues mean.

By the way, the easiest thing to find was the elevator. But, if you get in and enter the wrong code . . . you make a superfast trip downstairs from which you will not survive.

This one takes some figuring out. Plan to spend a number of hours at it.

(Color Software Services, P.O. Box 1708, Dept. R, Greenville, TX 75401, \$19.95 plus \$2.25 s/h)

Software Review...

# "Rosa's Isn't Rosy To Our Reviewer

One of the great pleasures of solving an Adventure is becoming involved in the verbal give and take unique to each author. Even the most frustrating puzzle can be fun if the author is humorous, mysterious, or tricky in his presentation.

Style in an Adventure is just as important as it is in a book, without it you just have a basic exercise in reading.

Madam Rosa's Massage Parlor falls far short of all expectations (whatever yours may be) and it's not even a very good Adventure. It was written on the level of a slightly voyeuristic 15-year-old recluse without the deviousness one would expect for \$15. (One good thing, Softcore Software sent me the tape within a week and I paid by personal check.)

The Adventure consists of getting into Madam Rosa's establishment (the hardest part) and eventually getting out with some hidden photographs. As it says in the ads, it's equipped with sound—a very annoying sound which only ceases when you try a command. I turned the sound off on my TV.

If the author had been more cleaver (the HELP command always tells you to spend \$1 and buy the hint sheet) or less sleazy, it might be interesting. As it is now, don't waste your money.

(The Softcore Software Co., 9 Southmoor Circle, Kettering, OH 45429, \$15)

-Dr. Michael J. Keyes

The Dragon's Byte.



# Slay Your Turkey With These "Duel" Programs

# By Bill Nolan Rainbow Contributing Editor





(Mr. Nolan, an experienced Dungeonmaster in a popular fantasy role playing game on a weekly basis, is the president of Prickly-Pear Software.)

Happy Thanksgiving, fantasy gamers! This month you once again get two programs. However, they combine to do one job; they create intelligent weapons for use in your game.

Why two programs? Well, we wanted to illustrate a method you can use to fit a larger program into your

computer than would otherwise be possible.

Many times, a program with a lot of DATA statements would take up a lot less room except that all of the DATA ends up in memory twice. You usually read this DATA into arrays so you can find the piece you want easily and quickly, and keep it in order so your program can use it. Thus, it is memory once in the DATA statements, and again in the array.

If your program is really long, this may create a memory problem. What we did here is put all the DATA statements in a separate program, "SWORDDAT." This program creates a data file on tape which is read into an array by the main program, "SWORDS." The net result is that the main program doesn't need the DATA statements, and is a lot shorter!

In this case, the program isn't really that long, but we did it this way anyhow, just to illustrate the method. You can do this on disk, too, and we will tell you the changes as we come to them.

The first program, "SWORDDAT," is nothing but DATA statements until you get to line 200, which opens the cassette recorder as a device (that's what the #-1 is, the recorder is device #-1), thus preparing the computer to print the DATA to the tape. Lines 210 to 230 are a FOR/NEXT loop which reads each DATA item in order and prints it on the tape. Line 240 closes the cassette recorder as a device, thus telling the computer there will be no more DATA right now

After you have this program in the computer (and have made a copy—and backup copy—of it) put a blank tape in the recorder, press PLAY and RECORD, and RUN the program. It will create a DATA file on the tape, which will be read by the second program.

If you want to use a disk, change the PRINT in line 220 to WRITE, and make the #-1 in lines 200, 220, and 240 into #1 (without the minus). It will then open the disk as a device and write the data file there. Make sure you have a disk in the drive when you RUN the program.

The second program, "SWORDS," creates the intelligent weapons. When you run it, be sure you have your DATA tape, which you made with Program One, in the recorder with PLAY pressed. This is because the second program will read all this DATA into four arrays.

Line 45 opens the cassette as a device, lines 50 through 90 are a series of FOR/NEXT loops that INPUT the DATA from the tape, and line 100 closes the cassette as a device. Again, if you have a disk, change the #-1 in lines 45, 60, 70, 80, 90, and 100 to #1 (eliminating the minus).

So, what does the program do? Well, like we said, it creates an intelligent weapon. An intelligent weapon? That's

a weapon which contains the spirit of some poor soul, and thus has a mind and abilities requiring intelligence. It will be able to communicate with the person carrying it in some way, and will have some special powers. Please remember that it will not necessarily have a cooperative nature!

By the way, to answer a question some of you have asked, these programs are not games. They are programs to help people when they play fantasy role-playing games. Any good toy or game store will help you make a selection. In general, the more complicated the game seems at first, the better it will hold your interest. Also, in general, the rule books are very poorly written. Be prepared to have to "wade" through them.

Now, on with the intelligent weapons. These weapons are usually swords—but not always! One that comes to mind was a lowly daggar by the name of Magle Dragondancer. Magle was found in a dungeon treasure hoard by an elven fighter/magician who still carries him today. Magle has some interesting abilities. His hilt is decorated with diamonds, emeralds, rubies, jet, and blue saphire gemstones, and whenever he is within five miles of an evil

# AT LAST ...

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## MICROLOGIC

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dragon, the appropriate colored gem starts glowing!

Now, that's handy, but can make you nervous, too! Like the time the party was on the eighth level of a dungeon, and all the gems began glowing. Magle is used in battle by being thrown, and he teleports back into the hand of his bearer after each throw, thus allowing two attacks every round. He is only +1 to hit, but is +3 damage (because of his accuracy—kind of a guided missile). He always does 12 points of damage to an evil dragon, and he will fight on against these dragons even if his bearer is slain.

Another interesting weapon we encountered was a long sword named Fred. He became so famous that the fighter who found him was forever after known as Fredbearer. No one knows his true name. When Fred was discovered, his new bearer picked him up, and Fred said, "Hello." The happy fighter immediately asked him what sort of powers he had, and Fred said, "not much."

He went on to say that he was only +1 to hit, and further, that it was his clumsy ineptness that had caused the death of his previous bearer. Fred went on to apologize profusely and at great length for his total uselessness. He went so far as to suggest that the most profitable course would be to melt him down and sell the scrap!

It turned out that Fred was being a little overmodest. In the first fight where he was used, it was discovered that he was indeed only +1 the first round. Fred was a sword of dancing, and he rose progressively until he was +4, and then fought on by himself. After the fight, his owner was feeling better about the sword, but bad about his extensive injuries. That was when Fred announced that he could "heal" him!

He then tried to cheer up the injured Fredbearer by pointing out the secret door in the north wall, and asking his new friend whether he wanted any of the gold that was behind it. About an hour later he warned Fredbearer that the "thief" with them was really an assasin, and was chaotic evil in alignment. With all his powers, though, Fred never got over his terrible inferiority complex, and had a tendency to loudly berate himself at every opportunity.

to loudly berate himself at every opportunity. \*\*\*\*\*\*\*\* IT'S HERE!! DYNABYTE SOFTWARE TSASA, INC. PRESENTS COLOR COMPUTER **BUSINESS & HOME SOFTWARE** That'll KNOCK Your Mainframe OUT! 50 CASSETTES \$8.95-\$29.95 INCLUDING... \$12.95 \$12.95 Checkbook Booky The Accountant \$18.95 \$19.95 At Home Inventory **Business Inventory** \$12.95 Dear Diary The Billing Solver The Client Tickler The Tape Geni \$9.95 Cash Flow Model \$13.95 The Phone Directory \$9.95 The Mailman The Bidder \$14.95 Home Budget \$12.95 Linear Regress \$16.95 (16K Rec.) AND MANY, MANY MORE! FREE CATALOG DYNABYTE 2 Chipley Run, West Berlin, N.J. 08091 TELEPHONE: 609-346-3063 Add \$1.50 Postage and Handling and \$1.50 C.O.D. NAME

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As always, if you have any questions, write to me here at Prickly-pear Software, 9822 E. Stella Road, Tucson, AZ 85730.

I think that's about it for this month, and I hear the watch dragon on the roof roaring that the mailman is coming, so I'd better get this in an envelope. Don't eat too much turkey!

## Listing 1

5 CLEAR2000:DIM S1\$(2,6),S2\$(9), 53\$ (10),54\$ (16) 10 'MAGIC SWORDS 20 'BY PRICKLY-PEAR SOFTWARE 3Ø CLSØ:PRINT075, "RANDOMIZING";: PRINT0490, "HIT ANY KEY"; :K\$=INKE 4Ø K\$=INKEY\$:IF K\$="" THEN X=RND (Ø):GOTO 4Ø 42 SOUND 150,1 45 OPEN "I",#-1,"SWORDS" 5Ø FOR X=1 TO 2:FOR Y=1 TO 6 60 INPUT #-1,S1\$(X,Y):NEXT Y,X 70 FOR X=1 TO 9: INPUT #-1, S2\$(X) : NEXT 80 FOR X=1 TO 10:INPUT #-1,S3\$(X)): NEXT 9Ø FOR X=1 TO 16: INPUT #-1,54\$(X ): NEXT 100 CLOSE #-1 110 CLS: X=RND(25): IF X=25 THEN Y =6 ELSE IF X>22 THEN Y=5 ELSE IF X>19 THEN Y=4 ELSE IF X>14 THEN Y=3 ELSE IF X>8 THEN Y=2 ELSE Y =1 120 GOSUB 1000: X=RND(100) 13Ø IF X>8Ø THEN Y=9 ELSE IF X>6 Ø THEN Y=8 ELSE IF X>55 THEN Y=7 ELSE IF X>3Ø THEN Y=6 ELSE IF X >25 THEN Y=5 ELSE IF X>20 THEN Y =4 ELSE IF X>15 THEN Y=3 ELSE IF X>5 THEN Y=2 ELSE Y=1 14Ø GOSUB 2000 200 XX=1:Z=0 210 IF XX>PA THEN 400 ELSE X=RND (100) 220 IF X>98 THEN EP=EP+1:GOTO300 23Ø IF X>92 THEN 35Ø 24Ø IF X>87 THEN Y=1Ø ELSE IF X> 82 THEN Y=9 ELSE IF X>77 THEN Y= 8 ELSE IF X>66 THEN Y=7 ELSE IF X>55 THEN Y=6 ELSE IF X>44 THEN Y=5 ELSE IF X>33 THEN Y=4 ELSE I F X>22 THEN Y=3 ELSE IF X>11 THE N Y=2 ELSE Y=1 25Ø PRINTS3\$(Y) 260 IF Z>0 THEN 360 300 XX=XX+1:GOTO 210 35Ø Z=2 36Ø X=RND(92):Z=Z-1:GOTO 24Ø

400 IF EP=0 THEN 900 ELSE XX=1:Z =0:PRINT"HIT ANY KEY TO SCROLL U

EXTRAORDINARY POWERS.":

P THE

K\$=INKEY\$

# TOM MIX SOFTWA

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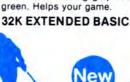
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CADE ACTION











405 K\$=INKEY\$:IF K\$="" THEN 405 ELSE SOUND 150.1 410 IF XX>EP THEN 900 ELSE X=RND (100)42Ø IF X>97 THEN 6ØØ 43Ø IF X>96 THEN Y=16 ELSE IF X> 94 THEN Y=15 ELSE IF X>88 THEN Y =14 ELSE IF X>81 THEN Y=13 ELSE IF X>75 THEN Y=12 ELSE IF X>67 T HEN Y=11 ELSE IF X>61 THEN Y=10 ELSE IF X>54 THEN Y=9 ELSE IF X> 47 THEN Y=8 ELSE IF X>41 THEN Y= 44Ø ELSE IF X>34 THEN Y=6 ELSE I F X>28 THEN Y=5 ELSE IF X>22 THE N Y=4 ELSE IF X>15 THEN Y=3 ELSE IF X>7 THEN Y=2 ELSE Y=1 45Ø PRINTS4\$(Y) 460 IF Z>0 THEN 610 500 XX=XX+1:GOTO410 600 Z=2 610 X=RND(97):Z=Z-1:GOTO430 900 PRINT"HIT 'R' TO REROLL, TO QUIT":K\$=INKEY\$ 910 K\$=INKEY\$: IF K\$<>"Q" AND K\$< >"R" THEN 910 ELSE SOUND 150,1 920 IF K\$="R" THEN 110 ELSE END 1000 PA=0:EP=0:PRINT"INTEL.":PRI NTS1\$(1,Y):PRINT"CONTACT: ";S1\$( 2, Y) 1010 IF Y=1 THEN PA=1 ELSE IF Y< 4 THEN PA=2 ELSE PA=3: IF Y=6 THE

N EP=1 1020 RETURN 2000 PRINT"ALIGNMENT: ";S2\$(Y):R ETURN

20 'BY PRICKLY PEAR SOFTWARE

## Listing 2

10 'SWORD DATA

3Ø DATA "12 1 PRIMARY ABILITY ","13 2 PRIMARY ABILITIES", "1 2 PRIMARY ABILITIES". "15 3 PRIMARY ABILITIES", "16 3 P RIMARY ABILITIES + REA DS NON-MAGICAL MAPS AND LANGUAGES" 4Ø DATA "17 3 PRIMARY ABILITI ES AND 1 EXTRAORDINARY P OWER, + READS LANGUAGES A ND MAGICAL WRITINGS" 50 DATA SEMI-EMPATHY, EMPATHY, SPE ECH, SPEECH, SPEECH + TELEP ATHY 60 DATA (CHAOTIC GOOD, CHAOTIC NEU TRAL, CHAOTIC EVIL, NEUTRAL EVIL, L AWFUL EVIL, LAWFUL GOOD, LAWFUL NE UTRAL, NEUTRAL (ABSOLUTE). NEUTRAL GOOD 70 DATA "DETECT SHIFTING ROOMS O R WALLS IN A 10' RADIUS", "DETEC T SLOPING PASSAGES IN A 10'RADIU S", "DETECT LARGE TRAPS IN A 10' RADIUS", "DETECT EVIL/GOOD IN

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\*Requires Color Computer (®Tandy Corp.) with 32K, Extended Basic and cassette or disk.



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# JARB SOFTWARE

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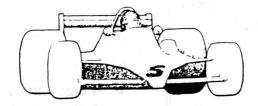
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23Ø NEXT

24Ø CLOSE #-1



Software Review ...

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Let's suppose you're having a party tomorrow evening, with about two-dozen invited guests. You've decided to serve a casserole, but it has a lot of ingredients and your recipe came from the pages of some "singles" magazine. "Serves two," it says. Great. You're going to have to convert the quantities of 16 different ingredients doled out for a demure duo to fit the aggregate appetite of a couple of dozen hungry party-goers.

Do you reach for your pencil and pad? Your calculator? Not if you've got *Recipe File*, a handy data file program from Colorsoft. This program not only stores your recipes for you on cassette, but will adjust the ingredients to

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The program has ten different options to aid you in creating and maintaining a recipe file on cassette. Putting these options to work, when and as required, the program will read from the tape and display the contents of your recipe file directory on the screen. It will read a recipe from your cassette tape into the program's memory from where it may be accessed by using some of the other options. It will write recipes onto the cassette tape, or delete or edit them. And it will perform other tasks, such as adjusting the quantities of ingredients to the number of required servings.

There's another important item which needs to be mentioned here; and that is that if you're going to take full and proper advantage of the *Recipe File* for cooking purposes, you're going to have to have a line printer in order to get the recipe to the mixing bowl. Or, lacking that particular accessory, you could move your CoCo into the kitchen. Which might not be such a bad idea, considering that then you could eat all your meals without ever leaving the keyboard!

The Recipe File, however, has more than culinary capabilities, as this is a data-file program, a storage and retrieval system, and not a cookbook. It can be easily modified to keep track of your records, coin or stamp collection or library.

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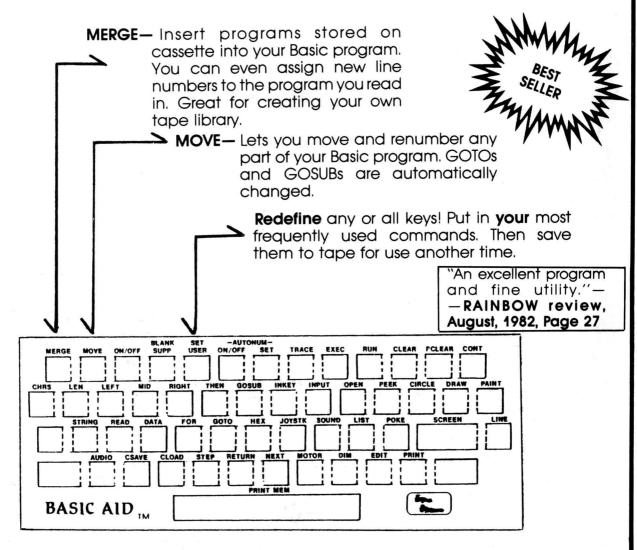
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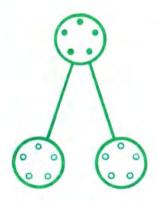
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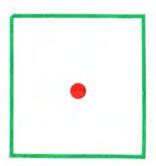
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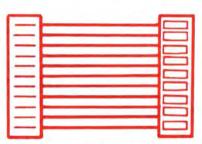




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# PIPELIKE

OUR APOLOGIES TO those friendly folks at Basic Technology in Ortonville, Mich.—and to many of you—for jumping the deadline on an advertisment which ran in the Rainbow last month a month early by mistake. The ad, which was for Basic Tech's BT-1000 Expansion Interface and their BT-1020 Clock/Calendar was supposed to have debuted this month, not last. Needless to say, the products were not ready yet. Please know that the fault is completely ours, not theirs. We're sorry for any inconvenience we may have caused you.

MOVING EXPERIENCES ARE the order of the day for Nelson Software and Frank Hogg Laboratory. Both have expanded to larger quarters. Nelson is now located at 9072 Lyndale Ave. S., Minneapolis, MN 55420 and Hogg Lab at 770 James Street, Syracuse, NY 13203. By the way, Frank is now located in the Regency Tower—sounds pretty spiffy. We understand a new logo is in the works for Hogg Labs to match the new location.

WE ARE SAD TO report the passing of Fred Simon, who wrote a column for the Cincinnati Enquirer and the Gannett newspapers chain. Fred's subject matter was computers and electronics and he devoted a portion of one of his recent offerings to the Rainbow. Fred was a true fan of the 80C and we know many of you who read and enjoyed his column coast-to-coast will miss him.

.....

HAVE YOU SEEN THE INSIDE of a TDP-100 yet? If so, rumor has it you have glimpsed the future: The CoCo "F" Board revision. Although it operates exactly the same as does CoCo (take it from some people we know who have already purchased one), the TDP-100 does have a different board. And, we understand, it is what will be shipped from Radio Shack in its new Color Computers.

"F" Boards have the power supply located off the board, a RF shield that covers only the RAM and CPU chip and jumpers which are labeled eithe 16K or 64K. There are a few other minor changes, such as the door of the expansion slot attached to the chassis of the computer itself as opposed to the cover and new locations for some of the test points. It's a real nice computer, by

the way. Pretty, too.

But a 64K jumper position? Could it be that CoCo will soon be available in 64K? Could it be there will be another operating system: Perhaps called something like RS-9? Does RS-9 sound like OS-9? Maybe. Keep tuned to this station for further details . . .

SPEAKING OF RADIO SHACK, WE keep hearing those silly rumors of

the demise of CoCo. That there will be "another new" Color Computer coming.

As best we can determine, the answer to the first one is extremely doubtful. But, as to the second, the response is probably—but not what you think.

Look at the issue of CoCo's demise in another way: Its selling like hotcakes and Tandy keeps releasing new products for it all the time. For instance—the X-Pad, the disk versions of Color Scripsit, Spactaculator and a host of other things. CoCo is the ideal computer for the home and small business—affordable, powerful and easy to operate. And, as must be obvious from these pages, it has an extensive (and growing) software base.

Purely in the "maybe" department is the other half of this rumor—that there will be a new Color Computer. The way we have heard it, the new machine will be in the \$3,000 range and will be geared to the business market—but with color. The unconfirmed speculation we heard was that this new machine—a Model 12?—would fall in somewhere between Tandy's Model III and new Model 16. But, it's not a new CoCo.

THE NAMES ARE CHANGED TO Haywire, Space Raiders and Color Star Pilot but the programs are the same you have heard about before. Mark Data Products' Color Berserk is now Haywire, its Space Invasion has been renamed Space Raiders and Circle City Software says that its Startrek program is now to be called Color Star Pilot.

\* \* \* \* \* \*

FOR THOSE OF YOU looking for a comprehensive source of information about products for the 80C, consider the Color Computer Catalog from ALIS, 3705 Mary Ellen NE, Albuquerque, NM 87111. Edited by former librarian Dr. Robert Divett, it is a fine rundown on all the products for sale for the CoCo—40 pages in all. And,

when a product *has* been reviewed by someone, that is shown, too. While the cross-reference of reviews is not totally complete, it's interesting to note that there are more from *the Rainbow* than anyone else (actually, more than everyone else).

WANNA TALK TO ANOTHER COCO? There is a new BBS called Silicon Rainbow, reachable by dialing (408) SEE-6809. It's on 24-hours a day out of Silicon Valley in Sunnyvale, CA. Our congrats to the SYSOP, Shawn Jipp, for getting *the* most original BBS phone number in the country.

.....

EDUCATORS SHOULD TAKE NOTE of a series of workshops on the topic Microcomputers in Education to be held in a number of locations this winter. The workshops are designed for professional development for all educators at all levels, elementary through post-secondary. Locations and dates are: St. Louis, Dec. 7-9; Boulder, CO, Dec. 13-15; Tallahassee, FL, Jan. 18-20; Washington, Feb. 7-9; and New York, Feb. 17-19. Further information can be secured by writing TERC, 8 Eliot Street, Cambridge, MA 02138.

WHAT'S AN ANTECO, we've been asked. You may be interested to know that Anteco is at the center of one of the newest marketing projects involving CoCo, the sale of software and firmware through dealers at the retail level. Dick Hatcher, the head of the computer project (and a fellow CoCo owner), plans to have several hundred (and maybe thousand) retailers nationwide who will support the 80C and TDP-100.

ANOTHER "BIGGIE" IS NEWS that there soon will be a "Software Club" springing up to handle programs for the CoCo. It is backed by a big outfit, the name of which we are not at this time at liberty to disclose. But, this is just growing evidence of the widebased support for 80C.

.....

RAINBOWfest IS A BIG show planned for the spring in Chicago. It will bring together the best of everything that is available for the 80C and TDP-100 in one place for the very first time. Sponsored by the Rainbow, RAINBOWfest should be a lot of fun for everyone (if there are noncomputerists in your family, the shopping, zoo, aquarium and museums in Chicago are fantastic)! There will be more details in the future, so watch for them.

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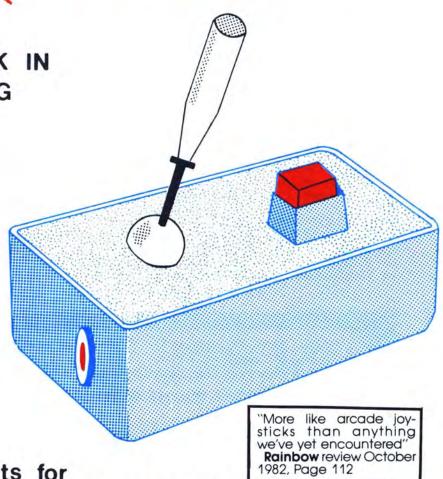
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Graphics-Tutorial...

## Shades of PMODES 1 and 2 Gives You Even More Colors

By H. Allen Curtis

Reading the title, you might get the impression that this article concerns ghosts. In a sense, it does. It concerns a type of ghost somewhat like the television secondary-image ghosts. The secondary images are actually shades of color different from those in the two color sets of either PMODE 1 or PMODE 3.

The objective of this article is to provide a logical explanation of the frequent and surprising occurrences of spectra of colors in CoCo graphics displays. A few very short programs will be used in pursuing this objective. The reader should find it beneficial to key in and run the programs as they are discussed. PMODE 3 is used throughout the programs, but the pertinent results are the same using PMODE 1.

The following program serves as a starting point in the

search for the explanation of PMODE 3 ghosts:

10 PCLEAR4: PMODE3: PCLS 20 FORS=0TOL: SCREEN1,S

30 FORC=2TO4: PCLSC

40 FORD=ITO1000: NEXT: NEXT: NEXT: GOTO10

The program simply clears the screen successively to the colors yellow, blue and red against a green background and then cyan, magenta and orange against a buff background. In each of these displays of two colors of the sets 0 and 1 of PMODE 3, one can observe ghosts at the extreme left and

right of the non-background colored rectangle.

The ghosts are most evident for the red rectangle against the green background and the magenta rectangle against the buff background. In all displays, the ghosts appear only at the left and right extremities of the non-background colored rectangles. There are no ghosts elsewhere.

These observations lead to the following conjecture: The color of a dot on the screen influences the color of its nearest neighbors to the left and right. In particular, if two neighboring dots have been specified in a program to be of different colors in one of the color sets of PMODE 3, then each of those dots will be displayed as ghosts, that is, as two different shades of color not in the given color set.

Toward verifying this conjecture, consider the following program:

10 PCLEAR4: PMODE3: PCLS: SCREEN1, 1 20 DRAW"C3BM8, 10D20BM20, 20R20" 30 GOTO30

This program draws two magenta lines on a buff background. The horizontal line, except for its extremities, is indeed colored magenta. However, the vertical line appears as two adjacent vertical lines, the left one colored pink and the right violet. Thus, buff and magenta have mixed to yield the pink and violet ghosts.

In line 10 of the current program, change PCLS to PCLS2 and run the program again. Now, the "magenta" vertical line has produced ghosts which are light and dark shades of blue. Changing the background and foreground colors for all two-color combinations, from the color sets 0 and 1 of PMODE 3, yields analogous results.

To show that ghosts appear for slanted lines as well as

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93-15 86TH DRIVE WOODHAVEN, NY 11421 vertical ones, consider the following programs:

10 PCLEAR4: PMODE3: PCLS: SCREEN 1,1

20 LINE(20,30)—(30,70), PSET

30 GOTO30

This program is supposed to draw a slanted orange line on a buff background. When the program is run, it is found instead that two adjacent slanting lines are produced, the left one being yellow and the right dark orange. The specified slanted line is split into six vertical line components each of which has its ghosts.

Curves drawn on the screen in PMODE3 are made up of horizontal and vertical straight line components. This fact is illustrated by the following program:

10 PCLEAR4: PMODE3: PCLS: SCREENI,I

20 CIRCLE(128,96),70,...33

30 CIRCLE(128,96),30,3,3

40 GOTO40

This program draws two intersecting ellipses, the first in orange and the second in magenta. The latter ellipse has more vertical straight line components; hence, its pink and violet ghosts are more prominent than the yellow and dark orange ghosts of the orange ellipse.

The programs presented in this article do not constitute formal proof of the proposed conjecture. However, they should provide sufficient evidence to convince most readers of the validity of the conjecture. The conjecture explains why PMODE 3 drawings consisting of a variety of linear and curvilinear objects present the viewer with such colorful displays. That is, the ghosts of the vertical straight line components of the drawn objects are responsible for the inclusion of the many extra colors that enhance the displays.

It is hoped that the information contained in this article will help Color Computer programmers to contrive even more colorful graphics.

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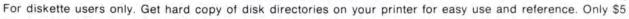


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This is NOT the usual "find the treasure" adventure. In **ESCAPE**, you are trapped on the top floor of a skyscraper and the only way out is by using a very unusual elevator. You must give the elevator the correct code or else the ride down is a real killer. The maze-like halls seem to come to life due to the fantastic 3-D graphics. Search the halls for rooms which contain clues to the correct code. Clues must be deciphered to learn the elevator's secret code. Game times depends on the skill of the player, but it is typically 8-10 hours. **ESCAPE** is suitable for group play. A mentally stimulating experience.

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This program permits storage of your favorite recipes for retrieval by your computer. Once a recipe has been recalled, then the computer can adjust the ingredient measure for serving the desired number of persons. Each recipe can contain special comments on preparation as well as the full instructions for using the recipe. Included is a line oriented text editor for creating and editing the variable length files. Completely menu driven and very user friendly. Easily modified by the user for use in keeping track of record, coin or stamp collections or whatever your interest. Screen or printer output.

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SPECIAL: A collection of 30 recipies covering main meals to snacks. Only \$3.95 with program.

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#### SQUIRE

squire is a challenging game of asset management. The player must manage a country estate and contend with crop failure, investment losses, taxes and other such headaches. The object of the game is to increase the estate's value while providing for the peasant workers. The starting assets are computer selected so that each game offers different challenges. Great experience for the kids or aspiring executives.

16K Ext. BASIC

\$14.95

# HOUSEHOLD EXPENSE MANAGER

This menu driven program package is designed for creating and maintaining a data file on cassette of 30 household expense categories for a 12-month period. It also keeps cumulative totals and a separate total of tax deductable expenses. A comparative analysis program provides a graphic presentation of relative expenses between any two months during the year. The user can change categories by modifying program code. Screen or printer output.

16K Ext. BASIC

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#### **FLIPPER**

A fun and challenging version of the Othello<sup>TM</sup> type board games. This version includes options for play solely by the computer, one player against the computer, or two players against each other. The computer can play on four skill levels. Very colorful with plenty of sound. Fun for kids and challenging for adults. Great for parties.

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Education ...

# FoneHome—E.T. Could Have Used This One!



By Susan P. Davis

Certainly, most everyone knows that E.T., the Extraterrestal, spent quite a bit of time trying to phone home. But, even if some of your kids seem like they're from outer space, it's good for them to learn how to call home when they need to do so.

In short, it is desirable to teach your children their own telephone number. That's what I set out to do and that is how the following progra n, FONEHOME came to be.

One of the reasons people invest in a personal computer is because "it's educational for the kids." There is an adequate amount of educational software available for the elementary and secondary school-aged child and we at Sugar Software had already written Silly Syntax and promoted it as "an educational game for all ages."

But what about educational software for the preschool

! had been trying, unsuccessfully, to teach our then  $3\frac{1}{2}$ -year-old son our telephone number. He was able, but unwilling, to learn it. So, it became a challenge. How can we motivate this child to learn his phone number? Finally, I was inspired. I made a song out of it, singing the numbers to the tune of "London Bridge Is Falling Down."

He was interested in the computer, so we used the phone number theme as his introduction to the computer. We wrote the following program, and had our son learn these skills:

(1) To type the word RUN (which he spells aloud "R-U-N-Enter"

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- (2) To type his name in order to get the program to continue
- (3) Not to press the break key. This is hard for young children because it is red and the most enticing key on the keyboard.

Once he accomplished these skills, the computer provided an immediate reward: The "Phone Number" song in music, numbers and words.

FONEHOME is simple to personalize for any child. We have used it successfully with the preschool population of our neighborhood.

As simple as this seems, it accomplished far more than the long sought-after goal of teaching our son his phone number. He learned that he can sit down comfortably in front of a computer and give it instructions. Lots of middleaged businessmen are still struggling with this concept.

The Listing:

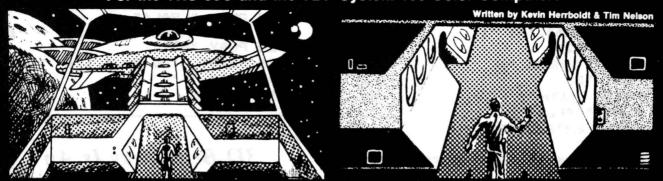
46)):

37Ø GOSUB 65Ø

38Ø A1\$="EFG": GOSUB 54Ø

NUMBER 10 ' PHONE 2Ø ' 30 ' (C) 1982 By Sugar Software Written by Gary Davis 40 5Ø ' 2153 Leah Lane 60 Reynoldsburg, Ohio 43068 (614) 861-0565 7Ø 8Ø 9Ø P\$="861Ø565": \* Assign phone number 100 N\$="JEREMY": ' Assign name 11Ø CLS 3 120 PRINT 971," ENTER YOUR NAME: 13Ø PRINT @2Ø8-LEN(N\$)/2,""; 140 FOR I=1 TO LEN(N\$)+1 15Ø A\$=INKEY\$: IF A\$="" GOTO 15Ø 160 IF ASC(A\$)=12 GOTO 90: Rest art if CLEAR key 17Ø IF ASC(A\$)<>13 GOTO 21Ø: 'EN TER key hit 18Ø IF I=LEN(N\$)+1 GOTO 33Ø 190 SOUND 1,10 200 GOTO 150 210 PRINT AS; 22Ø IF A\$=MID\$(N\$, I, 1) GOTO 28Ø Incorrect letter entered 24Ø SOUND 1,1Ø 25Ø PRINT CHR\$(8); 26Ø GOTO 15Ø 270 ' Correct letter entered 28Ø SOUND RND (5Ø) +5Ø, 1 29Ø SOUND RND (5Ø) +2ØØ, 1 300 SOUND RND (50) +100,1 31Ø NEXT I 320 ' Entire name entered correc tly 33Ø CLS 2 34Ø PRINT @48-LEN(N\$)/2,N\$; 350 PRINT 096,STRING\$(32,CHR\$(18 360 PRINT @416.STRING\$(32,CHR\$(2

# THE COLORQUEST EXPERIENCE For the TRS-80C and the TDP System 100 Color Computers



BEYOND THE CIMEEON MOON A real-time science fiction adventure game of mind-blowing magnitude — staged in deep space on a malign, sentient spacecraft. Written in fast machine code with 3-dimensional high-res graphics and sound. Choose from a myrlad of fates. Survive ser barrage set up by a guantlet of robots bent towards your destruction.







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THE NIBBLER & MS. NIBBLER A fast maze chase game featuring the nibbler man and three bumbling preditors. Written in machine code and joystick compatible, this fun packed game is enjoyed by all. MS. NIBBLER is similar to THE NIBBLER described above but features a different maze and MS. NIBBLER for the ladies.







COMBAT GAMEPACK 3 action packed games featuring lifelike graphics and sound. EXTENDED BASIC required 2-1-0 TANK COMBAT pits two players against each other in 5 different terrains. STELLAR BATTLE lets you pilot a flexwing fighter through deep space fighting dorian squadrons. GALACTIC BLOCKADE is a favorite two-player arcade game of speed and skill.



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```
39Ø A1$="DEF":GOSUB 54Ø
400 A1$="EFG": GOSUB 540
410 GOSUB 650
42Ø GOSUB 54Ø
43Ø PRINT @264."MY ";
44Ø PLAY "L2D"
45Ø PRINT "PHONE ":
46Ø PLAY "G"
47Ø PRINT "NUM-":
48Ø PLAY "L4EL2"
49Ø PRINT @276, "BER";
500 PLAY "C"
510 A$=INKEY$:IF A$="" GOTO 510
52Ø CLS
53Ø END
54Ø PRINT @178,"
550 FOR I=1 TO 30:NEXT I
56Ø PRINT @178, MID$(P$,5,1);"
570 PLAY LEFT*(A1*,1)
58Ø PRINT MID$(P$,6,1);" ";
59Ø PLAY MID$(A1$,2,1)
600 PRINT MID$(P$,7,1);
61Ø PLAY "L2"
62Ø PLAY RIGHT$(A1$,1)
63Ø PLAY "L4"
64Ø RETURN
65Ø PRINT @168,STRING$(15," ");
660 FOR I=1 TO 30:NEXT I
```

#### \* \* WARGAMERS \* \* \*

At Last, something for you! Introducing ACROSS THE RUBICON, the WWII simulation European Theatre battle game from ARK ROYAL GAMES.

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- \* 12 different displays
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#### AND MORE

Over 14,000 bytes in this one, but don't fret. We playtested ATR more than four months. It's a game just like those boardgames you've got-except your Color like those boardgames you've got except your 16K Color 80 EXT Computer does all the work!

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```
67Ø PRINT @168,MID$(P$,1,1);" ";
68Ø PLAY "G"
69Ø PRINT MID*(P*,2,1);" ";
700 PLAY "L8AL4"
710 PRINT MID$(P$,3,1);"
72Ø PLAY "G"
73Ø PRINT MID$(P$,4,1);" ";
74Ø PLAY "F"
75Ø RETURN
```

Software Review ...

## 3D Brickaway Is An Outstanding Game Offering

The truth of the matter is that, when we saw the instructions, we thought "Oh no, not another Breakout-type game.

We were not too impressed with *Brickaway* from this same author (Britt Monk, CDP) in an earlier review. But, we think 3D Brickaway is as super as Brickaway was dull.

This one is a hit. The "bricks" you need to knock out of the wall are at one end of a four-sided corridor and your paddle is at the other end. Using the joysticks, you bounce your ball down the corridor and into the wall, knocking out the bricks one at a time.

But, very unlike any other Breakaway game we have seen, the ball comes back at you from the wall in true 3D perspective. And, if it hits any of the walls on the way back, it bounces off that wall and, oftentimes, into another.

Written entirely in machine language, this game is fast and requires you to be accurage. The paddle, which is right in front of you at the "open end" of the screen is transparent so you can see the ball coming. The paddle is also segmented—so there is a "sweet spot" as well as a lot of angles at which the ball can bounce.

We honestly believe Mr. Monk should have named this one 3D Handball rather than 3d Brickaway. The effect is similar to a handball court with a ceiling and no back wall. It is a great deal of fun to play and difficult to master. The 3D perspective is very life-like.

Yes, we have a complaint. But only one. After each game, is over, 3D Brickaway plays a little tune, not once but two times. When you have been vanquished you really want to get back to it and we wish the "wait" were a little less long. But the play of the game itself is teriffic and, while it takes excellent eye-hand coordination to do well, we think you will vastly enjoy this outstanding offering. And, at \$14, it is a bargain as well!

(Britt Monk CDP, P.O. Box 802, Elyria, OH 44036, \$14)

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The annual subscription rate for the Rainbow will increase on January 1, 1983. You can still renew your subscription—and avoid the added cost—by sending in a renewal in advance.

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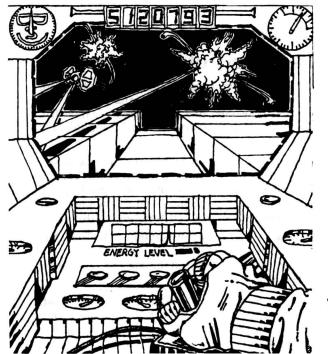
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# STAR\*TRENCH



Even if you've tried our short sample version of this game, you will have to own this advanced, highly graphic version of STAR\*TRENCH WARFARE. This High-Res Color Game has the most elaborate graphics of any Color Computer Game created to date. We thought it would take 32K to give you the detail of this dazzling simulation, but we've actually crammed it into 16K and added the most remarkable speed and flicker-free animation found in ANY Extended Basic program. (You will not believe this program is really in Basic, plus you can always list our program to learn the programming techniques that make our software stand out from ALL the other basic programs available.)
ADVANCED STAR\*TRENCH WARFARE includes a moving trench, cockpit perspective, on screen rapid scoring, energy and ship gauges, automatic high score tally, joystick control, and a recharge and crash sequence you'll have to see to

cockpit perspective, on screen rapid scoring, energy and ship gauges, automatic high score tally, joystick control, and a recharge and crash sequence you'll have to see to believe. Pop on a pair of 3D glasses and WDW!!!, your Color Computer will jump to life with an even greater sense of depth with 3D-like color graphics. (3D glasses are not included, and are not required for you to enjoy this fine game.) You'll surely want this remarkable game as part of your software collection. Buy it and you'll see that color software doesn't have to be Machine Language to be the best!!!!!

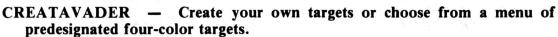
# WARFARE

# WORDCLONE

Color WordClone makes word processing simple. This program can be used with tape or disk and provides you with real *UPPER* and *LOWER CASE* letters with descenders. PLUS... 50 letters by 23 lines on the screen at one time! Why pay more when this is all you need? *JUST \$18.95* supplied on tape (minimum system 16K Extended Basic). USER MODIFIABLE!!!

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# Graphics? Here Are Two . . . By George!

By George Ziniewicz

(Mr. Ziniewicz, the author of the Colorkit for Arizin, contributes these two offerings for our graphics issue.)



# Here Are Some Very Neatly Done Polygons



One of the early programs to which readers of the Rainbow took a fancy was POLYGON, which was published almost a year ago this month. Various enhancements were published for it in the following months.

This program, which I called *THE SHRINK* is a little bit different. And, as you will see, you can get some very nicely done patters with it.

The program is essentially self-prompting. Just CLOAD it and RUN. Answer the prompts and you may be surprised by the result.

- 1 'THE SHRINK
- 2 'BY GEORGE ZINIEWICZ
- 3 'ARIZIN SOFTWARE
- 1Ø PM=3:CS=4:PC=-1:FC=2:C=2:BC=1
- 3Ø CLS:PRINT "THE SHRINK"
- 31 PRINT "THIS PROGRAM WILL DRAW AN N SIDED POLYGON, THEN SHRINK OR ROTATE THE POLYGON A CCORDING TO YOUR INSTRUCTIONS
- 35 PRINT "DEPRESS THE SPACE BAR TO START OVER WHEN FINISHED O R KEY A TOABORT."
- 50 FS=90: SX=80: SY=SX: ND=360
- 60 R=57.2957796:TX=128:TY=96:NØ=
- Ø: N1=1: N2=2: N5=5: N8=8: N9=9
- 100 PRINT
- 110 INPUT "INPUT NUMBER OF SIDES
- ";P
- 120 AP=ND/P: 'ANGLE OF POINT
- 130 INPUT "INPUT NUMBER OF POLYG
- 140 88=F8/G: 'SCALE OF STEP
- 15Ø INPUT "INPUT DEGREE OF SPIRA
- L"; ID: ' INCREMENT DEGREE
- 16Ø PCLS: GOSUB987
- 190 DG=0: ' STARTING ANGLE
- 200 FOR SX=FS TO N1 STEP-SS:C=2
- 300 FOR RA=N1 TO P+N1:COLOR C
- 310 A=DG/R: X=SIN(A) \*8X+TX: Y=-COS
- (A) \*SX+TY 340 IF RA=N1 THEN
- 340 IF RA=N1 THEN LINE(X,Y)-(X,Y),PSET ELSE LINE -(X,Y),PSET
- 350 C=C+N1: IF C=BC THEN 350 ELSE
  - IF C=N5 THEN C=N2
- 36Ø DG=DG+AP:NEXT:DG=DG+ID-AP:IF
  INKEY\$<>"A" THEN NEXT ELSE SX=N
- 1:NEXT:GOTO100
- 400 IF INKEY = "" THEN 400 ELSE 1
- 987 PMODEPM: IFPC THEN SCREEN 1:P OKE 65314,240+2\*CS: RETURN ELSE S CREEN1,CS/4 RETURN

## Fly Your False Colors In Four-Color Mode

One of the early disappointments I had about the Color Computer was its lack of black as an available color in a four-color mode. It seemed like all the arcade games had black backgrounds, and most of the other computers did too, but not CoCo.

While I was playing around with PMODE 4 (a two-color mode with black), I noticed that sometimes I would get more colors than just the white dot I was supposed to get. I figured if I could get control of these colors I could then have my black backgrounds. Surprisingly, it was easy to do.

Now, I know you're probably saying, "Oh, no! Not another extra-colors-in-PMODE-4 article."

Well, I've seen the others, too; but this method is so simple you won't believe it.

You simply tell basic that you want a four-color mode (PMODE 1 or 3), but tell the VDG that you want a two-color mode. All it takes is the addition of one command in your basic program!

Just follow any SCREEN Command with:

POKE 65314,240 color set 0 (mostly greenish) or POKE 65314,248 color set 1 (best mode)

Now, you can use all of the available commands like PSET, LINE, DRAW, CIRCLE, PCLS, etc. without modification, and have, in effect, two new color sets to display.

The available colors are:

COLOR SET 0

- 1. BLACK
- 2. DARK RED\*
- 3. DARK GREEN\*
- 4. LIGHT GREEN

#### COLOR SET 1

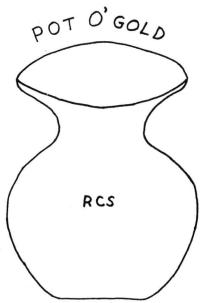
- 1. BLACK
- 2. RED\*
- 3. GREEN\*
- 4. WHITE

NOTE: The colors noted by the asterisk (\*) are pseudocolors, an artificial by-product, and as such may not appear where indicated. In other words, depending on the phase of the computer and the phase of the TV (and the phase of the moon?), color 2 may be green and 3 red. It depends on how the computer was 'booted.' But, once the system is turned on, it will remain constant. So, if you find that color 2 is red, then color 2 will always be red, unless you hit RESET or turn off your computer, in which case the colors may reverse.

To accurately control the colors, use variables in place of explicit numbers for the color values in the COLOR, PSET, etc., commands (I use H1=1: H2=2: H3=3: H4=4). Then, if you intended in your program for H2 to be red in a PSET (X, Y, H2), for example, but find it's blue, simply redefine the variables (H2=3: H3=2).

Because of variations in TV color-killer circuits, and in CoCo itself, pseudocolors may not appear on all TVs; but

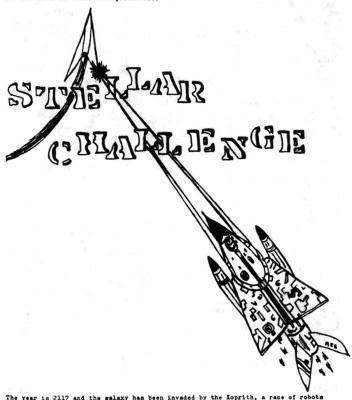
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this is quite rare. This also will not work on systems that are rigged for direct drive of the color guns in the TV. However, this is a rare user modification.

These new color sets are valid with both PMODE 1 and 3. with the POKE being the same for both modes.

As an example, let's say we want a mode with 128 by 96 resolution, and pseudocolor set 1. We would use the following Basic command string in a program:

#### PMODE1:SCREEN1:POKE65314,24B

(The color set parameter in the SCREEN command is not necessary if you use the POKE, but won't hurt either).

That will give us black, (red/green), and white. Dig out your favorite Graphics program, stick in one POKE, then RUN. That's all there is to it!

If you want to stick with PMODE4 for the highest resolution available, you can use the pseudocolor effect to give you four different color backgrounds in the two-color PMODE4 by using the following command string whenever you clear the screen:

#### PMODE3:PCLS(color):PMODE4

The PMODE3 lets Basic PCLS in one of four colors, while the PMODE4 resets the system to highest resolution

As Edison said, "Who cares why it works, let's just use it!" May a marginally enlightened computer guru sit on your computer and make it even more colorful.





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Hardware Review ...

## This Switcher Will Make Things Much Easier For You

One of the major bonuses of the 80C is the addition (at no extra cost) of an RS-232 interface for hooking up a printer, modem or whatever. The problem is that there is only one of them (we can be greedy, can't we?)

That is simply because there are at least two perpherials many CoCo owners want to include with their setup—both a printer *and* a modem. This is especially important if you want to make hard copy of communications with data bases such as Connection-80 or CompuServe.

Up until now, your only choice in matters such as this was to plug in the modem, capture information, and then unplug the modem and plug in the printer. That's a lot of plugging. With the RS-232 Switcher, all that plugging is eliminated.

Available in two versions—one with two outputs and the other with three, the RS-232 Switcher allows you to use a dial to choose which perpherial you want "on line." That's all there is to it.

This little item works like a charm! And, for those who have something else they want to use the RS-232 port for, the three-position version is outstanding, too.

Here at *the Rainbow*, we have two printers and a modem hooked up to each of two Color Computers. By merely selecting which printer we want to use, we can send output from *either* computer to *either* printer.

This setup has been working for a couple of months now

without a single hitch. We can recommend the RS-232 Switcher most highly.

(DSL Computer Products, P.O. Box 1113, Dearborn, MI 48121, \$39.95 for three plug model; \$29.95 for two plug plus \$1 s/h)

# Submitting Material To the Rainbow

Contributions to *the RAINBOW* are welcome from everyone. We like to run a variety of programs which will be useful/helpful/fun for other CoCo owners.

Program submissions must be on tape or disk and it is best to make several saves, at least one of them in ASCII format. We're sorry, but we do not have time to key in programs. All programs should be supported by some editorial commentary, explaining how the program works. We're much more interested in how your submission works and runs than how you developed it. Programs should be learning experiences.

We do pay for submissions, based on a number of criteria. Those wishing remuneration should so state when making submissions.

For the benefit of those who wish more detailed information on making submissions, please send a SASE to: Submissions Editor, the RAINBOW, P.O. Box 209, Prospect, KY 40059. We will send you some more comprehensive guidelines.

Please do not submit programs or articles currently submitted to another publication.

## Sugar <u>—</u> Software

#### Silly Syntax

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\*TRS-80 is a trademark of Tandy Corp.

#### Introduces

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# O 10 0 10 1 THE ASSEMBLY CORNER 0 0 110 100

Down To Business With This ML Graphics Game

By Dennis S. Lewandowski Rainbow Contributing Editor

(Mr. Lewandowski, an experienced assembly language programmer and teacher, is president of DSL Computer Products.)

If you chose to play with last month's program, good for you. You may have noticed that I picked a graphic screen that is not available in Basics PMODE commands. The reason is to show that there is a lot more to the 80C than meets the eye. As promised last month we are going to put something on the screen. Since everyone like shoot-em-ups, I thought we would start with a BASE. From the listing you will notice we took some of the first lines from last month's program, to generate the graphic screen. We also borrowed BACK from last month, to return to Basic when we're done.

Let's look at this listing starting at line 20. Here we are defining a variable. Loading the X register with \$19AE, and storing it at NEWPL, or NEW PLACE. This is the starting position of the BASE. Then the Y register is loaded with the

BASE graphic address. Followed by a branch to subroutine called DRBS, or DRAW BASE. This is a routine similar to OUTA in previous programs in that it outputs the contents of the A register to the memory location which the X register is pointing at. However, we cannot use the control codes we used in the normal 80C screen, so we'll make them up as we go. (A control code is a character that when printed on the normal screen performs a function other than displaying a character. Such as \$0D = Carriage Return.)

The first order of business in DRBS is to find the current location of the base. Back in line 21 we decided the start position, but what if we want it to move? The X register is loaded with the contents of NEWPL. (Remember, we loaded the Y register with the BASE graphic location in line 22.) Now we load the A register with the contents of the memory location that Y is pointing at, and automatically

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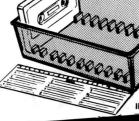
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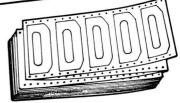
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increment Y to the next memory location. (Isn't that indexed addressing? YUP!) Here comes the fun part, first we compare the A register to a zero. Why? Zero is the value we used to clear the screen, so if A contains a zero, and we called this routine, we must want to erase something. So if A contains zero we allow it to pass by branching to OK. But A contains \$80, so this test is false and we compare A to one. One is our end of graphic marker, if A contained one we would branch to DONE. Since this test is also false, we compare A to \$20. This may be a little confusing, but a value greater than one, and less than \$20 (32), will be treated as an offset. Again, this test is false so we fall through to OK, in line 33. Here the contents of A are stored in the memory location which X is pointing at. The last instruction of our loop is a branch always back to LOOP, to get the next graphic byte.

The next graphic byte isn't! The next byte of BASE is \$1E. Going to line 31, we see that when A is compared to #20, it will meet the Branch if LOwer (BLD) requirements. And we are going to branch to OFFSET, line 36. I'll explain why I chose \$20 (32) as the offset value. Each graphic "block" on the graphic screen is actually four "pixels" by one. The value stored into the memory locations which are displayed will decide which pixel will be lit, and the color it will be lit with. (Actually even when we did PCLS, we lit all the pixels, with the color green.) Referring to Figure 3, in last month's article, you will see the screen is 128 X 96 in size. Or 128 pixels high, and 96 pixels wide. Since each memory location controls four pixels in width, it is safe to deduce (96/4 = 32)that each graphic line consists of 32 memory locations. By choosing \$20 for an offset, we can in effect perform a line feed for a graphic screen.

Back to the program, OFFSET in particular. The first item is to get the contents of A into the B register. The reason, a beautiful instruction called ABX, which stands for ADD B to X. As I mentioned in a previous article, only the A, B or D registers are designed to have math done in them. However, there is this one instruction which allows the contents of B to be added to the X register. It seems to fit our needs, so we use it in line 37. Now X, our screen pointer, is pointing at a memory location one line down from where we stored our first graphic. To continue drawing the base we branch to LOOP, and get the next graphic.

Once the base is drawn, we return from the subroutine to line 24. Here we branch always to GETKEY, and see what is going on at the keyboard. We continue to scan until a key is pressed. First we compare the value of A to 9, the right arrow key. Next 8, the left arrow key. Then \$20, the space bar. Finally \$58, the X, our escape key. If any of these keys are pressed we would branch to MOVRT, move right, MOVLF, move left, FIRE, or BACK. Let's pick the right arrow

The branch takes us to MOVRT, line 56. Here we find the current location of the base by loading X with NEWPL. Then X is compared to \$19BF, the rightmost location the base can be drawn without going off the screen. If the test were true we simply branch back to GETKEY, as that is now an invalid command. Since the test is false we fall through and load Y with the address of CLNUP, then we branch to DRBS. Clean Up contains just zeros, and offsets, so the present base will be erased. The Least Significant Byte of NEWPL is incremented, NEWPL+1, and the new value is loaded into X. Again we branch to DRBS, and redraw the base at its new location. Almost the same happens in

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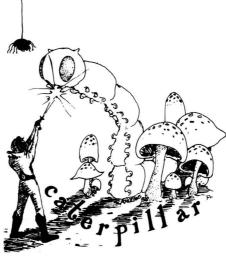


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MOVLF, except that NEWPL is decremented, and the base is moved to the left.

How about FIRE. Right now there is nothing to shoot at. Pressing the space bar will branch to FIRE. This time the D register is loaded with NEWPL, the base position. Why not X, rather than D. Sorry, only a ABX instruction exists, we need to subtract, and as you will see we are going to do quite a bit of register swapping due to this. For right now we are forming a closed loop to get the shot to the top of the screen. We subtract \$20, or one line, from D. Then check for the top of the screen. Now the swapping, transfer D into X, load A with \$80, and store it on the screen. Remember, D is really A and B combined. Now so you can see the shot if you look real fast we decrement A, or subtract 1, until the \$80 we loaded it with becomes a zero. This is LOOP2. Again we have to switch X and D, so the shot will reach the top of the screen. Then branch to LOOP1, and do it all again.

If the X key is pressed we escape back to Basic, which is where I'll leave you until next month.

#### The Listing:

9961	<b>9699</b>			NAM BASE	
9992	9699		HYRES	EQU \$E##	
9963	9699		VAR	EQU \$355	
9994	9699		NEWPL	EQU \$3#2	
9995	9699		SHOT	EQU \$B#	
9996	9699			ORG \$1888	
9997	1A99	84C@	START	LDA #\$C#	MEDIUM BRAFICS
9998	1A#2	B7FF22		STA \$FF22	SET CONTROL
9999	1A05	B7FFC7		STA SFFC7	MOVE SCREEN UP
6616	1A98	B7FFC9		STA \$FFC9	INTO HIGH MEM
9911	1ABB	B7FFCB		STA SFFCB	FOR DISK USERS
9912	LASE	B7FFC5		STA \$FFC5	SET VD6
		CC9999	SCREN	LDD ##	PUT # IN D
		B7 <b>6366</b>		STA VAR	PUT # IN VAR
		8EØEØØ		LDX #HYRES	PUT START IN X
	IAIA		PCLS	STD , X++	DOUBLE TIME
		8C1A##	975	CMPX #\$1A##	END OF SCRN
		26F9			CLEAR THAT SCRN
		8E19AE		LDX #\$19AE	START POS'IN
		BF#3#2		STX NEWPL	SAVE LOCATION
		1#8E1A4A		LDY #BASE	GET BASE GRAFIC
	1A2B			BSR DRBS	DRAW BASE
		2#2B		BRA GETKEY	GET INPUT
		BE0302			GET BASE POS'IN
		A6AØ	LOOP		PUT GRAFIC IN A
		8166			CLS GRAPHIC
		2798		BEO OK	LET IT PASS
		8161		CMPA #1	ARE WE DONE
	1A3A			BEQ DONE	* h = 4
		8129			IS IT OFFSET
		25#5		BLO OFFSET	THEN DOIT
		A78#	OK	STA ,X+	IF NOT DISPLAY IT
	1A42	Control of the second		BRA LOOP	NEXT BRAPHIC
	1844		DONE		RETURN
		1F89	OFFSET	TFR A, B	SWITCH A WITH B
	1847			ABX	ADD B & X
		29E8		BRA LOOP	CONTINUE
9938	1A4A	8#1E	BASE	FCB \$80,\$1E	TOP & OFFSET

9939	1A4C	2AAA1E		FCB \$2A, \$AA, \$1E	MIDDLE
8849	1A4F	2AAA#1		FCB \$2A,\$AA,1 FCB \$,\$1E	BOTTOM
9941	1A52	991E	CLNUP	FCB 0, \$1E	TOP
8842	1A54	99991E		FCB #.#.\$1E	MIDDLE
9943	1A57	999991		FCB 0,0,1	BOTTOM
			BETKEY	JSR \$A1C1	INKEY\$
9945	1A5D	27FB		BEQ SETKEY	
9946	1A5F	8199		CMPA #9	RT ARROW?
9947	1A61	27 <b>9</b> E		BEQ MOVRT	MOVE RIGHT
9948	1A63	8168		CMPA #8	LF ARROW?
9949	1A65	2726		BEQ MOVLF	MOVE LEFT
9959	1A67	8126		CMPA #\$2#	INKEY\$  RT ARROW?  MOVE RIGHT  LF ARROW?  MOVE LEFT  SPACE?  SHOOT SHOT  X?  EXIT TO BASIC  NONE OF ABOVE  GET CURRENT LOC  RT LIMIT
9951	1A69	273E		BEQ FIRE	SHOOT SHOT
9952	1A6B	8158		CMPA #\$58	X?
9953	1A6D	2755		BEQ BACK	EXIT TO BASIC
9954	1A6F	2#E9		BRA SETKEY	NONE OF ABOVE
9955	1A71	BE#3#2	MOVRT	LDX NEWPL	GET CURRENT LOC
9956	1A74	8C19BF		CMPX #\$19BF	RT LIMIT
9957	1A77	27E1		BED GETKEY	TO FAR
<b>99</b> 58	1A79	1#8E1A52		LDY #CLNUP	BLANK GRAPHIC
9959	1A7D	8DB#		BSR DRBS	ERASE OLD POS'IN
9969	1A7F	708383		INC NEWPL+1	ONE PLACE
9961	1A82	BE#3#2		LDX NEWPL	GET POSITION
9962	1A85	198E1A4A		LDY #BASE	SET SRAPHIC
9963	1A89	8DA4		BSR DRBS	RT LIMIT TO FAR BLANK GRAPHIC ERASE OLD POS'IN ONE PLACE GET POSITION GET GRAPHIC DISPLAY IT DONE GET CURRENT LOC LF LIMIT
9964	1A8B	29CD		BRA GETKEY	DONE
9965	1A8D	BE#3#2	MOVLF	LDX NEWPL	GET CURRENT LOC
9966	1A98	BC19A1		CMPX #\$19A1	LF LIMIT
9967	1A93	27C5		BEG GETKEY	TOO FAR
9968	1A95	198E1A52		LDY #CLNUP	BLANK BASE
9969	1A99	8D94		BSR DRBS	ERASE
9979	1A9B	7 <b>AØ3Ø</b> 3		CMPX ##19A1 BEQ GETKEY LDY #CLNUP BSR DRBS DEC NEWPL+1 LDX NEWPL LDY #BASE	ONE SPACE
9971	1A9E	BE#3#2		LDX NEWPL	GET LOCATION
9972	1441	168E1A4A		LDY BASE	BET BRAPHIC
2012	TUUN	0000		כפחע חכם	DISCLAI
					DONE
		FC#3#2	FIRE		GET BASE LOC
		839929	LOOP1	SUBD #\$2#	NEXT LINE UP
		1 <b>9839E99</b>			TOP OF SCREEN
		25A5			BACK TO MAIN
	1AB5				SWITCH X & D
		8689			SHOT GRAPHIC
	1AB9				DISPLAY SHOT
	IABB		LOOP2		SMALL WAIT
9983					SO WE CAN SEE
	1ABE			STA ,X	CLEAN UP SHOT
	1ACS				SWITCH BACK
	1AC2		DACH	BRA LOOP1	TO THE TOP
	1AC4		BACK	DEC \$71	-1 RESTART VECTOR
9989		7EA#27		JMP \$A#27	BACK TO BASIC
7007	THUY			END START	

(Editor's Note: We did it to DSL—and you—again last month, and inadvertantly dropped some charts Dennis had prepared. They are included in this month's issue after the listing. Please accept our apologies.)

# Action software from ILUME

# **STARS**

\$14.95

Educational and entertaining, STARS will create a dome of the night sky on your TV. Constellations, stars, and other naked eye objects are drawn using Extended Resolution graphics. Special horizon views show the planets after sunset. Detailed documentation.

# **DATAFILE**

\$19.95

A unique, multi-purpose data storage system. DATAFILE is a sophisticated, non-formatted database with user defined catagories. It performs string searches, deletes, sorts (with ML subroutines) and prints in various formats. DATAFILE also works with files larger then available RAM! Ideal for name & address lists, cataloguing, etc. A surprise FREE file is included with each order. Complete documentation.

# BLACKBOX

\$69.95 each \$125.00 for two

Now you can send your programs, machine language or basic, over the phone. And you don't need a modem!! Switch on BLACKBOX and when your load or save a program, you automatically have a copy at a friends house. Two BLACKBOX's are needed, one for each end of the connection.

# **SPIDER ATTACK**

\$14.95

Shoot-em up action! Now you can stop nasty invading spiders with your joystick controlled laser gun. Written in Extended Basic with machine language subroutines for fast action. Watch out you don't get eaten!

# **MILLBORN**

\$14.95

Like to play cards? From France, we bring you this popular card game for CoCo. The object of the game is to drive 700 miles, while avoiding accidents, tire blow-outs, detours, etc. Lots of fun!

# COLORSHOW

\$14.95

Music, Color and your CoCo! Just load in COLORSHOW, connect the 80C to your stereo (or simply put a musical tape in your recorder) and watch the fun. Having a party? Turn off the room lights, turn up the music and put on COLORSHOW. Works great with Rock 'n Roll!

# **DISKPRO**

\$29.95

No more crashed disks! This program can be your lifesaver. DISKPRO creates back-ups of your disk directory and allocation tables. A valuable tool to protect your software. Comes on disk with documentation.

Add \$1.00 postage for all software, \$2.00 postage for BLACKBOX. Programs available on disk for \$5.00 extra.





BIT	R	RESET		SET			
0.1	65478	\$FFC6	65479	\$FFC7			
i	65480	\$FFC8	65481	\$FFC3			
2	65482	\$FFCA	65483	\$FFCB			
3	65484	\$FFCC	65485	\$FFCD			
4	65486	\$FFCE	65487	\$FFCF			
5	65488	\$FFD0	65489	\$FFD1			
6	65490	\$FFD2	65491	\$FFD3			
	VDG						
0	65472	\$FFC0	65473	\$FFC1			
1	65474	\$FFC2	65475	\$FFC3			
3	65476	\$FFC4	65477	\$FFC5			

_	•			
-	$\sim$	u	0	1
	u	u	$\overline{}$	- 1
8 :		-	_	

Figure 2

RII								SCREEN LUCHITUN					
	6	5	4	3	5	1	0	DECIMAL	HEX				
	=== 0	0	0	0	0	8	0	00000	\$0000				
	8	0	0	0	0	8	1	00512	\$0200				
	8	8	0	8	0	1	8	01024	\$0400				
	8	0	8	0	0	1	1	<b>@1536</b>	\$0600				
	0	0	0	8	1	0	8	<b>0</b> 2 <b>0</b> 48	\$0800				
	0	8	0	0	1	0	1	<b>02560</b>	\$0000				
	0	8	8	0	1	1	9	03072	\$0000				
	0	a	a	Ø	1	1	1	975A4	SOFOO				

8	0	0	1	0	8	1	04608	\$1200	0	0	1	0	1	0	1	10752	\$2A00
8	8	0	1	0	1	8	05120	\$1400	8	0	1	8	1	1	0	11264	\$2000
0	0	0	1	0	1	1	<b>95</b> 632	\$1500	8	8	1	0	1	1	1	11775	\$2E00
0	0	0	1	1	0	0	26144	\$1920	8	8	1	1	0	0	0	12288	\$3000
0	8	0	1	1	0	1	<b>86656</b>	\$1A00	0	0	1	1	0	0	1	12800	\$3200
0	0	0	1	1	1	8	07168	\$1000	8	8	1	1	0	1	0	13312	\$3400
8	0	0	1	1	1	1	07680	\$1E00	8	0	1	1	0	1	1	13824	\$3600
8	0	1	0	Ø	8	0	08192	\$2000	0	0	1	1	1	8	0	14336	\$3800
8	0	1	0	0	0	1	08704	\$2200	8	0	1	1	1	8	1	14848	\$3A00
8	0	1	0	8	1	8	09216	\$2400	0	0	1	1	1	1	8	15360	\$3000
8	0	1	0	0	1	1	99728	\$2600	0	0	1	1	1	1	1	15872	\$3500
0	0	1	0	1	0	8	10240	\$2300	0	1	0	8	0	0	0	16384	\$4200
										EN	0	DF	F	IR	ST	16K = \$3FFF	

Figure 3

VDG 2 1 0	CONTROL REGISTER 76543210	SCREEN # OF STA SIZE BYTES \$FF22
8 0 0 8 0 1 8 0 1 0 1 0 0 1 1 1 0 0 1 1 0	0 0 0 0 0 1 0 1 1 0 0 0 0 0 0 0 1 0 0 1 0 0 0 0	NDRMAL 512 \$05 64X64 1024 \$80 128X64 1024 \$90 128X64 2048 \$A0 128X96 1536 \$80 128X96 3027 \$C0 128X192 3027 \$D0 128X192 6144 \$E0 256X192 6144 \$F0

@ = 0 or 1, 0 gives one color set, 1 gives another.
Just change LSB to 8. eg. \$C8 instead of \$C0.

# ™TRS80 color

From the January 1981 issue of the CSRA Computer Club newsletter

There was some amusement at the November meeting when the Radio Shack representatives stated that the software in the ROM cartridges could not be copied. This month's 68 Micro Journal reported they had disassembled the programs on ROM by covering some of the connector pins with tape. They promise details next month. Never tell a hobbyist something can't be done! This magazine seems to be the only source so far of technical informations on the TRS-80 color computer "Devoted to SS-50 6800 and 6809 machines up to now. 68 Micro Journal plans to include the TRS-80 6809 unit in future issues.

NOTE: This and other interesting and needed articles for the Radio Shack TRS-80 color computer "are being included monthly in 68 Micro Journal—The Largest specialty computer magazine in the world!

#### **68 MICRO JOURNAL**

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\*\* Sample issue - \$3.50



68 Micro Journal\* was established with one objective in mind; to provide a Magazine FOR 68xx Users BY 68xx Users. Because of a strict advertiser policy, 68 Micro Journal\* has gained a strong following WORLDWIDE because the reader KNOWS what he is getting when purchasing from a 68 Micro Journal\* Advertiser. It has gained a strong User following because most of the material published is contributed BY USERS, and, therefore, is relevant to the Users needs.

Currently, and even before the Color Computer" hit the stores, **68 Micro Journal**" was devoting more space to the TRS-80C Color Computer" and information concerning the Motorola 6809 (which is the CPU in the Color Computer") than <u>ANY OTHER Computer Magazine</u>. Examples include:

REVIEWS of the three major Disk Control Systems for the Color Computer", most of the Monitors, Assemblers, and Disassemblers, Word Processors and Editors, "Terminal" Programs (for use with Modems, Communications with other Computers, etc.), and of course, Games.

HINTS for Expanding Memory, Power Supply Cooling, repairing sticky keyboards, disabling the ROM PAK "Take Over", booking up to Printers, etc.

Over", hooking up to Printers, etc.

DISCUSSIONS of the 6883 Synchronous Address
Multiplexer, using the Color Computer" with 64K and
96K memory (which it is ALREADY capable of handling),
thoughts on Programming, etc.

I suggest that you subscribe to **68 Micro Journal**, SOON, as many back issues are sold-out.

We still, and will continue to, lead in the type information you need to FULLY UTILIZE the POWER of the 6809 in the Radio Shack TRS-80 Color Computer.

Bob Nay
Color Computer Editor

#### LIST

10 MEXAMPLE SCREEN DUMP USING SOLUTION 20 FORI=1TO35STEP3 30 CIRCLE(180,64),I 40 NEXT 50 FORI=32 TO 127 60 PRINTCHR\$(I);" "; OK. RUN \*? Ď . UX S B IJ <0 ล์ U Ą 89: M N D 6 7 Ķ Ĺ F R 9 h} f a bode U إرا DK.

#### **GRAPH LABEL**

Have you ever wanted to place characters on a graphic screen but couldn't find an easy way to do it. Well then GRAPH LABEL is for you. This program will enable you to place characters anywhere on a graphic screen. It will place any of 96 ASCII characters on the screen or you may create your own characters. It features a cursor that may be moved anywhere around the screen with out rubbing out what it goes over. Superscripts and subscripts may be used since the cursor may be moved vertically and horizontally in steps as small as one pixel. Lowercase characters have descenders. GRAPH LABEL is written in Basic and is therefore easy to modify. It may be used by itself or as a subroutine. \$8.95

PILOT is a language which enables people with little knowledge to write educational programs. The language uses simple one or two letter commands for program functions

There are two versions of PILOT for the Color Computer that are available from us.

#### CC PILOT

A small version of the language that runs on all machines Comes with a manual and demo programs. \$4.95

#### SUPER PILOT

An enhanced version of Pilot for use with Extended Basic. Includes features for math, graphics, and sound. Has a feature that makes it easy to create flash card type drill programs. Programs are pseudo compiled for faster execution. Comes with as 24 page tutorial manual and demo programs. Sample program included on tape to get you started. \$12.95

DISCOUNT — order 10 or more programs (you may mix types) and you will receive a 30% discount on the order. Dealer discounts are also available.

SNAKE MOUNTAIN SOFTWARE P.O. BOX 5722 RALEIGH, NC 27650

# Congratulations

you made the right choice when you purchased a Color Computer. It is a very powerful machine. However the standard display format does not do the machine justice. The machine is capable of much more than 16 lines of 32 all capital characters. Now you can give your Color Computer the display it deserves. THE SOLUTION gives the Color Computer a much better display than it normally has, and really makes the machine shine. Its features include:

- provides a screen of 42 characters by 21 lines displayed
- linked directly to basic program is transparent to the
- prints all 96 ASCII characters, lowercase characters have descenders, has a slashed zero to avoid confusion when programing
- · prints characters on any two-color graphic screen
- graphics and text may be intermixed on the same screen
- special mode with 4 lines of text at the bottom of the screen (just like some other famous color machines) great for working with graphics
- large character mode for small children or the visually impaired
- · character set may be reversed
- · written in machine language, program is relocatable
- fast prints at over 600 characters per second
- · works with both cassette and disk
- includes a 20 page manual with demo programs (a lunar lander program is included)

#### SOLUTION \$14.95

#### **EXTENDER**

Still want more than 42 characters per line from your computer. Then the **EXTENDER** is for you. This program when used with **THE SOLUTION** will give a display of 51 characters per line by 21 lines displayed. Please include your program serial number when ordering. \$7.95

#### SCREEN PRINT PACKAGE

A package of 2 programs for use with the LPVII, LPVIII, DMP100, DMP200, DMP400, DMP500. The programs will print an image of what is on a graphic screen to the printer. Both programs work with all the standard PMODEs. The programs are written in machine language and may be moved anywhere in memory. The two programs are:

- 1) **SCREEN PRINT** will produce a regular size print. The image may be located anywhere on a page.
- 2) **DOUBLE SIZE SCREEN PRINT** this program will produce a full size image that will fill up a sheet of paper. The finished product is 8 by 6.5 inches in size. Your computer graphics look really good when they are printed out with this program. **\$4.95**

All programs for 16K, 32K Extended Basic machines unless otherwise noted. All programs on cassette. Add \$4.00 per order for disk.

SHIPPING — add \$2.00 for orders less than \$20.00. Shipping is **free** on orders of more than \$20.00. Canadians — please send money orders only.

Business...

## Want Some Money? Send Out A Statement



By Ron Garrett

Sending out a statement can be a difficult experience. There are all those lines, boxes and the like. But, your chances of collecting money are a little better if your statement looks professional.

The following program, Statement, complements of the East Texas Color Computer Club, is designed for use with a "universal form" which is available from Fidelity Products Co., P.O. Box 155, Mirneapolis, MN 55440. However, other forms are available from firms such as Trinity Forms (which can be ordered through Radio Shack), Nebs Computer Forms, 12 South Street, Townsend, MA 01469, and a host of other companies.

Statement is fairly straightforward. It allows you to generate a statement by answering the input prompts and will then print out what you want on the Fidelity universal form. It is set up for the Line Printer VII, but can easily be converted to other printers by changing a couple of the codes. Or, you could eliminate the codes and print the entire form in "normal" size type.

The Listing:

Address

1 'THIS PROGRAM WAS WRITTEN BY D ON H. GARRETT 2 'FOR PcLEAR4co. tm FOR USE ON FIDELITY'S UNIVERSAL IT IS HOWEVER AVAILABL 'FORM. E TO ANYONE FOR

cLEAR4soft TRADEMARK. 'THIS PROGRAM IS PRESET FOR A 2% PER MONTH FINANCE 6 'CHARGE (24% ANNUALLY). 10 CLS:PRINT#-2, CHR\$(10):LINE IN PUT "DATE (e.g.) 6/12/82?";D\$:IN PUT "NUMBER"; F\$ 20 LINE INPUT "COMPANY NAME?":L\$ :LINE INPUT "STREET ADDRESS?";M\$

4 'THE COST OF \$3.99 UNDER THE P

:LINE INPUT "CITY, STATE & ZIP?" :N\$:LINE INPUT"TELEPHONE NUMBER" ;TN\$:PRINT #-2,CHR\$(31);L\$;CHR\$( ":F\$:PRINT#-2 3Ø):TAB(49):D\$:" ,M\$:PRINT#-2,N\$:PRINT#-2,CHR\$(13 ): TAB (33): TN\$: PRINT#-2

3Ø INPUT "STATEMENT--INVOICE-or-CREDIT MEMO": X\$:PRINT #-2, CHR\$(3 1); TAB(13); X\$; CHR\$(30): PRINT #-2 40 INPUT "SOLD TO: NAME"; A\$:LINE INPUT "STREET ADDRESS?": B\$:LINE INPUT "CITY?"; C\$: INPUT "STATE"; S\$: INPUT"ZIP CODE";D: INPUT "BILL ED TO: NAME"; AA\$:LINE INPUT "STR EET ADDRESS?": BB\$:LINE INPUT "CI TY?":CC\$:INPUT "STATE";SS\$:INPUT "ZIP CODE";E

50 PRINT #-2, "Sold To: "STRING\$ (3 8,32); "Billed To: "; CHR\$(13): PRIN T#-2:PRINT#-2, A\$; TAB(46); AA\$:PRI

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#### **Gangbusters**

If you ever wanted to try a life of crime, this is your chance. You will start out as a Punk, but by using brains, and a little muscle, you can rise to become a Hood, Runner, Bookie, Torpedo, Fence, Kingpin, or win by becoming Syndicate Boss. Indulge yourself. Bribe a judge, or the District Attorney. Pay off the Cops. Take out a contract on another player, but watch out, they may be after you. Buy trucking companies, bootleg operations, houses of ill fame, but remember, if you get caught, you may do some hard time. Do you have what it takes to take over? This game will keep you close to your rod, get you thinking about bulletproof glass in your car, and definitely bring out the worst in you, but you'll love every minute of it. For 2 to 6 players, takes about 2 hours to play. Every game is excitingly different. \$19.95 tape — \$24.95 disk

#### Fantasy Gamer's Package

Two programs: The first will display your choice of 99 different rooms in Hi-Res graphics at the touch of a key. All standard sizes, plus some with pools, pillars, stairs, odd shapes, etc. Saves lots of game time spent describing room sizes, shapes, and door locations. Includes a super fast dungeon designing system and a completely keyed sample dungeon module — ready to play. The second program in the package generates COMPLETE characters including abilities, race, classes, hit points, age, thieving skills, much more, and also generates monsters. This package was developed by an active DM, and has been tested in his campaign. 20 pages of documentation. \$19.95

#### Fantasy Gamer's 32K Package

Similar to our popular Fantasy Gamer's Package, but both the Rooms and the Character & Monster Generator are in memory at the same time. You make your selection from a menu. In addition, you can select the **Dice Bag**, which will roll just about any probability you need. **\$24.95 tape — \$29.95 disk** 

#### **NEW THIS MONTH**

#### Las Vegas Weekend

Two great high-resolution games. You will really feel you've had a vacation. First, play a round of golf. It all happens in high resolution. Choose your club, decide how to swing, and go for it, but watch out for the sand traps and water hazzards! This course would challenge the pros. When you get on the green, the scene zooms in for a closeup view while you putt.

After your shower, go down to the casino and play some poker against the computer. High-resolution graphics plays just like the draw poker machines in Vegas. Win big.. maybe. Both great games are included in the Las Vegas Weekend, on separate tapes or one disk. \$24.95 tape — \$29.95 disk

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A simulation for 1 to 4 persons. Each begins as a land-owner, and by farming their land, buying and selling land, expanding their fishing fleet, building on to their manufactory, increasing their population, equiping and training more soldiers, and regulating their taxes, each player tries to increase their economic power and rank until one becomes ruler over all. But beware plagues, rats, raiders, revolts, bad weather, and other misfortunes which may lie along the road to success. As you progress, see the map of your holdings increase. Playable in 1 to 2 hours, and different every time, you may have an addiction problem. \$19.95 tape — \$24.95 disk

#### **Ancient Wisdom Trilogy**

Three programs, each drawing on the historical wisdom of the ages

TAROT Ancient Egyptian deck of cards may reveal much. You can read past/present/future, circle of life, or ask a specific question. Lots of documentation. \$19.95 tape — \$24.95 disk

I CHING A Chinese wisdom-so old its very origin is shrouded in the mists of time. The ancient Chinese oracle will give an answer to your question. What will the hexagram reveal? \$19.95 tape — \$24.95 disk

NUMEROLOGY What can be learned from the numbers? Do a character analysis, read your destiny, or chart your monthly cycles, \$19.95 tape — \$24.95 disk All of these come with ample documentation — ready to be used immediately. ALL THREE for just \$39.95 tape — \$44.95 disk. Save almost \$20.00 over separate prices.



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Your Personal check is welcome - no delay. Include \$1.50 shipping for each program ordered. (Shipping free on \$50.00 or larger orders). Az. residents add 4% sales tax. Orders shipped within two days.

NT#-2.B\$; TAB (46); BB\$: PRINT#-2, C\$ ;S\$;D;TAB(46);CC\$;SS\$;E 60 PRINT #-2, CHR\$(31); CHR\$(13);" FINANCE CHARGE PREVIOUS BALA NCE"

7Ø INPUT"PREVIOUS BALANCE"; G: PRI \$"; INT(G\*2)/100;" NT#-2,"

8Ø PRINT #-2,CHR\$(3Ø);CHR\$(13);S TRING\$ (7,32); "TRANSACTION DATE ARTICLE ARTICLE # PRICE NEW BALANCE": PRINT #-2

90 LINE INPUT"DATE"; E\$:LINE INPU T "ARTICLE?";F\$: INPUT "ITEM #";E :INPUT "PRICE";PR:Z=Z+PR

100 PRINT #-2, TAB(13); E\$; TAB(25) :F\$: TAB (40) ; E: TAB (57) ; PR; TAB (67) : Z:PRINT #-2:INPUT "IS THERE MOR E":K\$:IF LEFT\$(K\$,1)="N" THEN 11 Ø ELSE 9Ø

11Ø PRINT #-2, CHR\$(31) STRING\$(2, 42): " BALANCE THIS STATEMENT "; S TRING\$ (2,42); " \$"; Z; CHR\$ (30)

12Ø PRINT #-2:PRINT #-2." INANCE CHARGE is computed by app lying a 'Periodic Rate' of 2% pe

r month":PRINT#-2," which is an ANNUAL PERCENTAGE RATE of 24% a pplied to the previous balance": PRINT#-2," without deducting cu rrent payments and/or ";

13Ø PRINT#-2, "credits this state ment.":PRINT#-2," To avoid addi tional FINANCE CHARGES pay the n ew balance before the statement date next month."

# **ASSEMBLY LANGUAGE** MANUAL

ASSEMBLY LANGUAGE GRAPHICS for the TRS-80 Color Computer by DON & KURT INMAN

256 pages

\$14.95 + 75¢

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Graphic Game. . .

## Here Is A Way To Protect Your Planet-Bound Bases



By Jim Ebbert

The following program, Starbase Alpha, is a takeoff on the familiar theme of planet defense against alien attackers from space. It is contributed by Acesoft Software for your enjoyment.

The program is simple to operate and requires some pretty fast work. Although written in Basic, it is difficult to 'get" all the attacking missiles.

We contribute the program not only for your enjoyment, but in an effort to sharpen your programming skills as well. Please note some of the routines and feel free to use them in the programs you develop. The end-of-game scoring mechanism is an interesting one which has many of the features of "initials and scores" found in arcade games.

We hope you will like Starbase Alpha.

The Listing:

STARBASE ALHPA JIM EBBERT BY 2 3 COMPLIMENTS ACESOFT SOFTWARE 5 168Ø N. PAGE DR. DELTONA FL 32725 8

10 CLEAR200:DIMO\$(26):RESTORE:PM ODE3, 1: PCLS: CLSØ: PLAY"V3ØL255T25

5":H\$(Ø)="U1ØR1ØD1ØL1ØR1ØBR4":H\$ (1)="R1@L5U1@G5BF5BR9":H\$(2)="U5 R1ØU5L1ØBD1ØR1ØBR4":H\$(3)="R1ØU1 ØL1ØR1ØD5L8R8D5BR4": H\$ (4) = "BU5U5 D5R1ØU5D1ØBR4":H\$(5)="R1ØU5L1ØU5 R1ØBD1ØBR4"

11 DATAU4E4F4L8R8D4BR4, U8R7FD2GL 7R7FD2GL7R7BR5, U8R8L8D8R8BR4, U8R 7FD6GL7R7BR5, U8R8L8D4R6L6D4R8BR4 , UBRBLBD4R6L6D4BR12, UBRBD2U2LBDB R8U4L4R4D4BR4, U8D4R8U4D8BR4, R4U8 L4R8L4D8R4BR4, U2D2R8U8D8BR4, U8D4 R4E4G4F4BR4, U8D8R8BR4, U8F4E4D8BR 4. U8F8U8D8BR4

12 DATAUSRSDSLSRSBR4, USRSD4LSD4B R12, U8R8D8L8R6H2F4H2R2BR4, U8R8D4 LBR4F4BR4, RBU4LBU4RBBDBBR4, BR4UB L4R8BD8BR4, U8D8R8U8D8BR4, BR4H4U4 D4F4E4U4BD8BR4, U8D8E4F4U8D8BR4, E 8G4H4F8BR4, BR4U4H4F4E4BD8BR4, EBL 8BD8R8BR4

13 FORT=1T026:READO\$(T):NEXTT:PM ODE3.1:PCLS:H\$(6)="U1@R1@L1@D5R1 ØD5L1ØBR14":H\$(7)="E1ØL1ØBR14BD1 Ø": H\$ (8) = "U1ØR1ØD1ØL1ØU5R1ØD5BR4 ":H\$(9)="R1ØU1ØL1ØD5R1ØD5BR4" 14 COLOR3: CIRCLE (60,60),60,3,.6, .25,.75:CIRCLE(60,40),30,3,.5,.7 5,.25:CIRCLE(60,49),40,3,1.2,.1, .25:LINE(93,74)-(114,20), PSET:LI NE-(120,95), PSET, BF: LINE(96,70)-

You've invested a lot of time and money into your computer . . . It's time that investment paid off!

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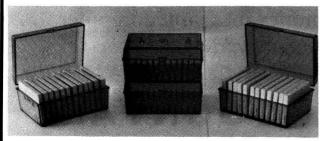
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(114,7Ø), PSET 15 DRAW"S4BM+10,+24":R\$="CESOFT" :GOSUB18 16 FORT=2TO4:COLORT:LINE(Ø.99+T) -(255,99+T),PSET:NEXT 17 GOTO19 18 L=LEN(R\$):FORTY=1TO L:M=ASC(M ID\$(R\$, TY, 1))-64: IFM=-32THENDRAW "BR10":NEXTTY:RETURN ELSE DRAWOS (M): NEXTTY: RETURN 19 DRAW"BM38,120S4C2":R\$="S T A R B A S E":GOSUB18:DRAW"BM14,160 S16C3":R\$="ALPHA":GOSUB18:CIRCLE (128, 190), 50, 3, .3, .5, Ø: CIRCLE (12 8,19Ø),6Ø,2,.3,.5,Ø:CIRCLE(128,1 90),70,4,.3,.5,0 20 PLAY"V31L255T25505":PMODE4,1: SCREEN1,1:FORT=1T099:PLAY"N"+STR

\$ (RND (12)) : NEXTT

21 FORT=13824T013838: READD: POKET D: NEXT: DEFUSR=13824 22 DATA 142,6,63,166,128,167,136 , 191, 140, 30, 0, 45, 246, 57, 36 23 PMODE3,1:SCREEN1,0:FORT=1T07:  $K=USR(I):IFT=1THENLINE(\emptyset, 191)-(2)$ 55,191),PRESET 24 NEXT:LINE(Ø,191)-(255,178),PR ESET, BF: PLAY"V26L29T9": DRAW"BM54 .191C4S4":R\$="BY JIM EBBERT":GOS UB18:FORO=1T05:FORT=1T012:PLAY"O "+STR\$(0)+"N"+STR\$(T):NEXTT,0:PL AY"V31L1T1":FORK=1T02:FORI=2T04: DRAW"BM54,191S4C"+STR\$(I):R\$="BY JIM EBBERT": GOSUB18: NEXTI.K 25 FORT=13900T013914:READR:POKET .R: NEXT: DEFUSR1=13900: V=5: 99=9 26 DATA 142,17,31,166,130,167,13 6,64,140,6,0,46,246,57,36 27 FORT=1T046: K=USR1(I): NEXT: DRA W"BM40,60S12C2":R\$="READY":GOSUB 18: POKE65315, 63: FOR I=1TO2: FORT=Ø T0255: Y=ABS (T-255): POKE&HFF2Ø, T: POKE&HFF2Ø, Y: NEXTT, I 28 DRAW"S4"

29 PMODE1,1:PCLS:SCREEN1,Ø:AA=Ø

3Ø 0=7:S=6:COLOR2

31 FORT=70T0184STEP8:LINE(T, 191) -(T+8,RND(10)+181),PSET,BF:NEXTT :LINE(50,191)-(50,180), PSET:LINE (214, 191) - (214, 18Ø), PSET

32 DRAW"C1"+D\$:K=USR1(I):AA=AA+1 33 A=JOYSTK(Ø) \*4:B=JOYSTK(1) \*2.4

:B=INT(B):D\$="BM"+STR\$(A)+"."+ST R\$(B)+"U4D2R2L4": DRAW"C2"+D\$

34 IFRND(19)=1THENO=0-1:IFO<1THE NO=1

35 IFRND(20)=1THENS=S+1

36 IFRND(0)=1THENZX=RND(255):ZY= RND(3Ø)+25:CIRCLE(ZX,ZY),S,3:PAI NT(ZX, ZY), 3,3

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EXT

37 FORT=4422TO4442STEP4: IFPEEK (T ) <> ØTHENSCREEN1, 1: GOTO41
38 NEXTT
39 P=PEEK (6528Ø): IFP=126ORP=254T
HENSCREEN1, Ø: COLOR3: LINE (5Ø, 18Ø)
- (A, B), PSET: LINE (214, 18Ø) - (A, B),
PSET: COLOR2: PLAY"V31L255T255O4N1
2N1ØN8N6N4N2O3N12N1ØN8N6N4N2": LI
NE (A, B) - (5Ø, 18Ø), PRESET: LINE (A, B)
- (214, 18Ø), PRESET: GOSUB47
4Ø PCOPY1TO3: PCOPY2TO4: PMODE1, 3:
SCREEN1, Ø: PMODE1, 1: GOTO32
41 FORT=1TO15ØSTEP1Ø: SCREEN1, 1: C
IRCLE (128, 18Ø), T, 4, .5, .5, Ø: SCREE
N1, Ø: PLAY"V31L255T255O1ABGO2C": N

42 V=Ø:FORH=1T099:GOSUB48:PLAY"V
"+STR\$(V)+"L255T2550"+STR\$(RND(5))+"N"+STR\$(RND(12)):NEXTH

43 PMODE3, 1: PCLS: SCREEN1, Ø: DRAW"

BM10,20S4C2":R\$="YOUR SCORE WAS" :GOSUB18:PO\$=STR\$(AA):DRAW"BM10, 80S8C3":GOSUB50:FORT=1T01999:NEX

44 IFAA>LL THEN LL=AA:GOSUB51 45 PMODE4,1:PCLS:SCREEN1,1:DRAW" BM10,40S4C5":R\$="TOP SCORE":GOSU B18:DRAW"BM10,100":R\$=NJ\$:GOSUB1 8:PO\$=STR\$(LL):DRAW"BR255BL90":G OSUB50

46 FORT=1T02222:NEXT:GOT028 47 FORT=2T0S\*1.5STEP2:CIRCLE(A,B

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#### MOSES ENGINEERING COMPANY

P. O. Box 11038 • Ardmore Hwy. Station Huntsville, Alabama 35805 (205) 837-3356 ),T,1:NEXT:RETURN
48 IFH/4=INT(H/4)THEN V=V+1
49 RETURN
50 FORL=1TO LEN(PO\$):M=VAL(MID\$(
PO\$,L,1)):DRAWH\$(M):NEXTL:RETURN
51 NJ\$="":PMODE4,1:PCLS:SCREEN1,
1:R\$="WHAT IS YOUR NAME":DRAW"BM
4,20\$4C5":GOSUB18:DRAW"BM4,100"
52 A\$=INKEY\$:IFA\$=""THEN52 ELSE
IF A\$=CHR\$(8)THEN51 ELSE IF A\$=C
HR\$(13) THEN RETURN
53 IFA\$<"A" OR A\$>"Z" THEN52
54 NJ\$=NJ\$+A\$:R\$=A\$:GOSUB18:GOTO

Hint . . .

#### Finding ML Addresses

You can find the address of a machine language program by PEEKing several addresses in memory. Those addresses are:

To find the start address, use the command PEEK (487)\*256 + PEEK(488)

To find the end address, use the command PEEK(126)\*256 + PEEK(127)-1

To fine the execute address, use PEEK (157)\*256 + PEEK(158)

With all of these commands, you must ask CoCo to PRINT the addresses as well as work out the formula. You can use the commands either in a program or in direct mode from the keyboard.



Education ...

## CoCo and the Educational Administrator

By Dr. Paul Kimmelman Assistant Superintendent, Norton (Ohio) City Schools

PRINT, GOTO, GOSUB, IF-THEN, may all be statements and commands for the computer literate. Yet there are those who may be equally important in the computer world and who don't know a statement from a command. I am referring to the educational administrators who are besieged with information about Apples, PETS, and Radio Shack Color Computers, among others. In many respects, it is unfortunate that school administrators, who have the primary responsibility of assisting with the selection of computers, rarely enjoy the opportunity of working with their implementation in the school program. This problem should not, however, prevent school administrators from becoming actively involved in the study of available hardware for school use.

Almost every school system has gotten into some use of micros. Many schools purchased other brands before the Radio Shack Color Computer became well known and its potential realized. It is becoming clear that the Color Computer made by Radio Shack has unlimited potential in the classroom and, even better, is very reasonably priced.

Even more important for the school personnel is the fact that a publication such as The Rainbow supplements the use of the Color Computer through its articles and advertisements. A considerable amount of information, not normally available from Radio Shack can be found in The Rainbow.

I would suggest that my colleagues investigate the Color Computer before purchasing other "name" brands. From a cost perspective, the 16K model with the educational institution discount from Radio Shack is unquestionably the best buy available. It should also be emphasized that the Radio Shack network is readily available for service, training and supplies.

To get started is quite simple. Visit the Radio Shack dealer, work with the computer and find out what it can do. Don't overlook the free training programs offered to educators by Radio Shack. One caution, however. Most of the training programs offered by Radio Shack personnel are geared toward Model I and Model III users. It would be ideal if teachers and other educators who take advantage of the Radio Shack offer for free training would apply enough pressure to get classes that deal exclusively with the use of the Color Computer.

Some additional advice would be not to place all of your efforts in Radio Shack to utilize the full potential of your new computers and computer programs. We have found that publications such as The Rainbow and other Color Computer journals are outstanding resources. These journals include reviews of materials, educational programs, technical notes, advertisements for available programs and peripheral equipment, and interesting articles that teachers can use to improve their classroom programs.

If funding is a problem, don't be afraid to seek available grant monies. Computers are fairly new and there are many ideas just waiting to be conceived as to how to implement them in school districts. An imaginative teacher and/or administrator should be able to create a proposal that can receive some sources of funding for computer literacy and implementation in their school district.

After purchasing the Color Computer for your school, the fun begins. It is always a delight to observe an excited



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PREREAD 2 presents the sounds of the letters of the alphabet (also by voice) and asks the learner to find the correct letter on the keyboard. The sounds are presented alone and in the context of familiar words. (For example, "Find the letter that says /mmm/ in the word /man/." PREREAD 3 flashes letters visually (at speeds you select) and then requires the learner to find those letters on the keyboard.

These programs have been developed by a practicing educator in answer to problems which plague teachers of children who cannot read. The dimension of voice from the T.V. monitor adds excitement and realism!

PREREAD 1, 2 & 3 are sold only as a Prereading package. Each program comes on a separate tape, with complete instruction. \$24.95 (available on tape only)

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teacher and smiling students working on a computer. Perhaps the two main problems that school officials will experience will be:

a) An insufficient number of computers to meet student needs: and

B) a lack of adult supervision.

Due to funding problems in may schools, it is difficult to find a simple solution be being able to purchase more computers. The second problem, however, should be rather easy to resolve. Because of high interest in computers, most school systems should find it relatively easy to find volunteers who would be willing to work with students as supervisors and tutors.

In conclusion, for a reasonable cost most school districts can begin developing computer literacy programs.

Software Review ...

## Speak To Me In Basic English

I'm an easy target for amazement. So as you might guess, I thoroughly enjoyed having my CoCo actually talk to me after CLOADing this little program and inserting a few simple instructions.

This particular "talk processor" has a vocabulary of 26 words, which it displays on the screen along with a two-letter code for entering the information. Actual human speech is used (digitally stored, of course) to produce the sound. Comparing it to some electronically produced speech I've heard before, I found this, in general, to be extremely clear. One exception, however, is the word "can" which sounded more like "kik-un" to me.

Additional features of the program allow you to add

pauses of any desired length between words or statements, and you can choose whether you want to hear your message in high, normal or low voice pitch. I thought the normal and low modes were best. The "high" voice style didn't really seem any higher in pitch, but just faster,

I was a bit surprised at how rapidly I was able to pick up the two-letter codes, but then sometimes I muse with wonder at how often I'm able to get my shoes on the right feet. In this case, however, I think the ease of translation was accomplished by the logic of the two-letter abbreviations used.

The program was developed by digitally recording a human voice, using a microphone, preamplifier and the Color Computer's analog to digital converter.

At any rate, the last thing The Talk processor said to me in its low, humanoid voice before I sat down to write this review was, "I am great - he he he!"

Not great, maybe, but good.

(HIB, 3505 Hutch Place, Chevy Chase, MD 20815, \$14.95 plus \$1 s/h)

-Courtney Noe

#### Cartridge to Tape Back-up

RELOCATOR makes automatic tape copies of the Color Computer cartridges. Allow changes to be made to the program such as (Print-out \*Videotex, change band rate in \*Scripsit, etc.) Requires either 64K mod. or 4 to 8K of cartridge memory expansion in the address range of &COOO to &DFFF (64K requires some program changes.)

Requires 16K min Cassette \$29.00 plus \$1.00 shipping

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Now you can write, enter and change programs easily, but what about debugging? This is the frustrating, time consuming aspect of programming and frankly, the Color Computer doesn't help you much . . . you have to start the program over each time you make a change. But not with the PLATINUM WORKSAVER!! With it you can change, delete, add and rearrange or join lines. The special reserved key is excellent for copying or moving parts of lines to other lines...plus, you can even LOAD A WHOLE NEW PROGRAM without disturbing the data you've created.

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## A Small Business Accounting System

By Judd C. Posner

One of the nice things about a ROM pack such as Spectaculator is that even a rank beginner such as myself can use it almost as well as the pros. My only previous computer experience was a course taken seven years ago on using FORTRAN in scientific research. Hearned very little programming and lots of formatting, just the sort of experience Spectaculator requires.

Having convinced myself that I was thus uniquely qualified, I fearlessly undertook my first task, that of justifying the purchase of the Color Computer to a somewhat dubious family. To do this, I had promised my wife I would set up an accounting system for her small

consulting business.

Since most of her expenses are connected with the use of a car to travel to and from her work, I tackled that part first.

After a few quick passes at the problem, it became clear that conceptually one is dealing with two different types of functions, namely a logging and totalling function and a calculational one.

An example of the first function is the tracking of miles driven for business purposes. The second type is illustrated by the calculation of the amount deductable from income taxes derived from automotive expenses. Spectaculator can handle either function quite easily, but not both at once.

The easiest course, and therefore the one I took, was to allocate different parts of the worksheet *Spectaculator* provides to the different functions. Rows 1-79 and columns 1-99 were allocated to the logging and totalling of recurrent expenses. Rows 80-99 were set aside for the calculations related to taxes. In actual practice, only columns 1-17 were needed for the logging and totalling functions; however, this leaves a lot of empty space should I later need it for any purpose. Likewise, only rows 80-94 were used for the tax calculations, leaving room for five more entries if required later.

A look at how the column entries were formatted brings up some interesting points. For example, in Figure 1, rows 1-6 are devoted to the calculation of the miles driven for business. Odometer readings which are recorded in a notebook in the car are transferred to rows 1-4. Two sets of columns are needed because the number of entries made will exceed the number of rows on the worksheet. The computer calculates net mileage by subtracting the initial odometer readings in columns 1 and 3 from the final readings in columns 2 and 4 and places that value in column 5. The cumulative total is calculated and recorded in column 6.

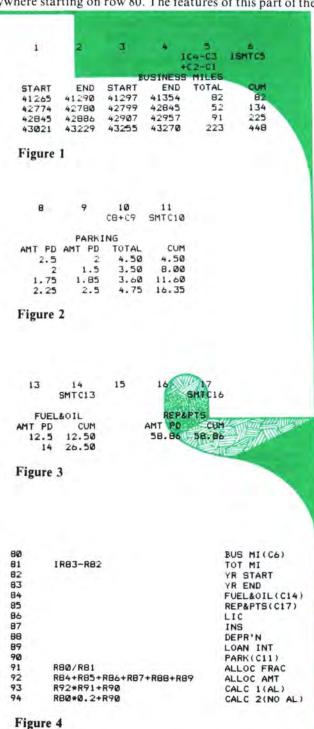
A word of warning here, Spectaculator will not perform the desired calculations if the same number of entries are not made in columns 3 and 4 as are made in columns 1 and 2. There are two ways of handling this problem. You can fill all the rows in columns 1-4 with zeros initially and then simply enter values over them. This is messy, tedious, and slows down the calculations somewhat by requiring many needless calculations to be performed.

I have a partial fix to offer for the tedium of entering one zero at a time to fill a column. If zero is entered as the column formula, and then a calculate command is given, Spectaculator will enter zeros in all rows not containing text down to the last row which contains data. This trick does not appear in the manual and is potentially very useful.

The other, and to my mind more convenient, way is to use what, for want of a better name, I call the Chinese restaurant

technique: one on column A and one in column B. Just make entries across the rows rather than down the columns. Then you will have to enter at most one set of zeros. Other recurring expenses are treated in the same way in columns 7-17 in figures 2 and 3.

The calculations relating to taxes are performed starting at row 80, column 25, although clearly they could be done anywhere starting on row 80. The features of this part of the



work sheet are the bringing down of cumulative totals from columns 6, 11, 14 and 17, the entering of non-recurrent automotive expenses in rows 86-89, and finally the calculations themselves. These are illustrated in Figure 4. The calculation of the amount deductable for tax purposes is done in two ways. The first calculation is done as follows:

(1) The total miles driven for the year is calculated by subtracting the odometer reading at the beginning of the

# Telewriter-64. the Color Computer Word Processor

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- True lower case characters
- User-friendly full-screen editor
- Right justification
- **■** Easy hyphenation
- Drives any printer
- Embedded format and control codes
- Runs in 16K, 32K, or 64K
- Menu-driven disk and cassette I/O
- No hardware modifications required

#### THE ORIGINAL

Simply stated, Telewriter is the most powerful word processor you can buy for the TRS-80 Color Computer. The original Telewriter has received rave reviews in every major Color Computer and TRS-80 magazine, as well as enthusiastic praise from thousands of satisfied owners. And rightly so.

The standard Color Computer display of 32 characters by 16 lines without lower case is simply inadequate for serious word processing. The checkerboard letters and tiny lines give you no feel for how your writing looks or reads. Telewriter gives the Color Computer a 51 column by 24 line screen display with true lower case characters. So a Telewriter screen looks like a printed page, with a good chunk of text on screen at one time. In fact, more on screen text than you'd get with Apple II, Atari, TI, Vic or TRS-80 Model III.

On top of that, the sophisticated Telewriter full-screen editor is so simple to use, it makes writing fun. With single-letter mnemonic commands, and menu-driven I/O and formatting, Telewriter surpasses all others for user friendliness and pure power.

Telewriter's chain printing feature means that the size of your text is never limited by the amount of memory you have, and Telewriter's advanced cassette handler gives you a powerful word processor without the major additional cost of a disk.

...one of the best programs for the Color Computer I have seen...

- Color Computer News, Jan. 1982

#### **TELEWRITER-64**

But now we've added more power to Telewriter. Not just bells and whistles, but major features that give you total control over your writing. We call this new supercharged version Telewriter-64. For two reasons.

#### 64K COMPATIBLE

Telewriter-64 runs fully in any Color Computer — 16K, 32K, or 64K, with or without Extended Basic, with disk or cassette or both. It automatically configures itself to take optimum advantage of all available memory. That means that when you upgrade your memory, the Telewriter-64 text buffer grows accordingly. In a 64K cassette based system, for example, you get about 40K of memory to store text. So you don't need disk or FLEX to put all your 64K to work immediately.

#### 64 COLUMNS (AND 85!)

Besides the original 51 column screen, Telewriter-64 now gives you 2 additional high-density displays:  $64 \times 24$  and  $85 \times 24!!$  Both high density modes provide all the standard Telewriter editing capabilities, and you can switch instantly to any of the 3 formats with a single control key command.

The  $51 \times 24$  display is clear and crisp on the screen. The two high density modes are more crowded and less easily readable, but they are perfect for showing you the exact layout of your printed page, all on the screen at one time. Compare this with cumbersome "windows" that show you only fragments at a time and don't even allow editing.

# RIGHT JUSTIFICATION & HYPHENATION

One outstanding advantage of the full-width screen display is that you can now set the screen width to match the width of your printed page, so that "what you see is what you get." This makes exact alignment of columns possible and it makes hyphenation simple.

Since short lines are the reason for the large spaces often found in standard right justified text, and since hyphenation is the most effective way to eliminate short lines, Telewriter-64 can now promise you some of the best looking right justification you can get on the Color Computer.

#### **FEATURES & SPECIFICATIONS:**

Printing and formatting: Drives any printer (LPVII/VIII, DMP-100/200, Epson, Okidata, Centronics, NEC, C. Itoh, Smith-Corona, Terminet, etc).

Embedded control codes give full dynamic access to intelligent printer features like: underlining, subscript, superscript, variable font and type size, dot-graphics, etc.

Dynamic (embedded) format controls for: top, bottom, and left margins; line length, lines per page, line spacing, new page, change page numbering, conditional new page, enable/disable justification.

Menu-driven control of these parameters, as well as: pause at page bottom, page numbering, baud rate (so you can run your printer at top speed), and Epson font. "Typewriter" feature sends typed lines directly to your printer, and Direct mode sends control codes right from the keyboard. Special Epson driver simplifies use with MX-80.

Supports single and multi-line headers and automatic centering. Print or save all or any section of the text buffer. Chain print any number of files from cassette or disk.

File and I/O Features: ASCII format files — create and edit BASIC, Assembly, Pascal, and C programs, Smart Terminal files (for uploading or downloading), even text files from other word processors. Compatible with spelling checkers (like Spell 'n Fix).

Cassette verify command for sure saves. Cassette autoretry means you type a load command only once no matter where you are in the tape.

Read in, save, partial save, and append files with disk and/or cassette. For disk: print directory with free space to screen or printer, kill and rename files, set default drive. Easily customized to the number of drives in the system.

Editing features: Fast, full-screen editor with wordwrap, block copy, block move, block delete, line delete, global search and replace (or delete), wild card search, fast auto-repeat cursor, fast scrolling, cursor up, down, right, left, begin line, end line, top of text, bottom of text; page forward, page backward, align text, tabs, choice of buff or green background, complete error protection, line counter, word counter, space left, current file name, default drive in effect, set line length on screen.

Insert or delete text anywhere on the screen without changing "modes." This fast "free-form" editor provides maximum ease of use. Everything you do appears immediately on the screen in front of you. Commands require only a single key or a single key plus CLEAR.

...truly a state of the art word processor...
outstanding in every respect.

— The RAINBOW, Jan. 1982

#### PROFESSIONAL WORD PROCESSING

You can no longer afford to be without the power and efficiency word processing brings to everything you write. The TRS-80 Color Computer is the lowest priced micro with the capability for serious word processing. And only Telewriter-64 fully unleashes that capability.

Telewriter-64 costs \$49.95 on cassette, \$59.95 on disk, and comes complete with over 70 pages of well-written documentation. (The step-by-step tutorial will have your writing with Telewriter-64 in a matter of minutes.)

To order, send check or money order to:

Cognitec 704 Nob Street Del Mar, CA 92014

Or check your local software store. If you have questions, or would like to order by Visa or Mastercard, call us at (714) 755-1258 (weekdays, 8AM-4PM PST). Dealer inquiries invited.

(Add \$2 for shipping. Californians add 6% state tax. Allow 2 weeks for personal checks. Send self-addressed stamped envelope for Telewriter reviews from CCN, RAINBOW, 80-Micro, 80-U.S. Telewriter owners: send SASE or call for information on upgrading to Telewriter-64. Telewriter-compatible spelling checker (Spell 'n Fix) and Smart Terminal program (Colorcom/E) also available. Call or write for more information.)

Apple II is a trademark of Apple Computer, Inc.; Atari is a trademark of Atari, Inc.; TRS-80 is a trademark of Tandy Corp; MX-80 is a trademark of Epson America, Inc.

year from that at the end of the year, as entered in lines 82 and 83 respectively.

- (2) The fraction of the total automotive expenses which can be allocated to business expenses is calculated by taking the ratio of business miles driven to total miles driven (row 91).
- (3) The allocatable amount is calculated by summing all expenses (excet parking, a totally business expense), done in row 92.
- (4) Finally, deductable expenses are calculated by multiplying the allocatable amount by the allocatable fraction and adding parking costs (row 93).

The second calculation is done simply by multiplying the business miles by 0.2 (the flat rate deduction of 20 cents per business mile) and adding parking. The calculation which gives the higher number is then used for tax purposes.

I make entries in the upper (columnar) part of the worksheet monthly, and some examples are included in Figures 1-3. However, the calculations for tax purposes can only be made at the end of the year, so no entries are shown in Figure 4. The column from which the last row figure is to be entered is given in parentheses as a reminder.

One final piece of advice for my fellow beginners, who, like me, not only don't know much about programming, but are also confused by the jargon being spoken by the "old-timers." Don't buy a peek in a poke—not even for an inky dollar.

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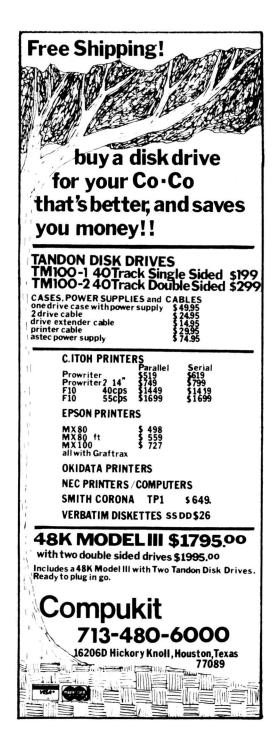
C.O.D. Phone orders call 1-316-223-5375 Visa and Mastercard accepted. Allow 2-3 weeks for delivery.

Hint. . .

#### Speed CoCo Up

You can double the speed at which CoCo operates with a simple POKE statement, entered either directly from the keyboard or within a program. The statement is POKE 65495,0. This will speed up your CPU. You can return the computer to its normal speed again by POKE 65494,0.

Note that you cannot perform any Input/Output operations (such as saving the program to cassette) when the speedup is in effect.





# **New Releases & Best Sellers** For The TRS-80 Color Computer



GRAPHICS

#### 101 Color Computer Programming the nutrhers schools and their schools are schools are schools and their schools are schools and their schools are Tips & **Tricks**

101Color Computer Programming Tips & Tricks COLOR LINE DRAW PEEK TIMER GOTO

By Ron Clark from ARCsoft

Handy collection of practical, easy-to-follow techniques and shortcuts for your color computer. Each of 101 tips features a complete, pre-tested, ready to run program. Includes graphics, sound, games, text on text, number

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Ready for a sing-along? Forget the piano or guitarjust gather 'round your color computer, and vocalize! These 40 song programs are sure to please, including: "Oh! Susanna", "Amazing Grace", "Greensleeves", "Down By the Riverside"; Christmas carols; Bach, Beethoven, and Brahms. Plus hints for composing your

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#### **TRS-80 Programs** and **Applications** for the Color Computer

By Alfred Baker from Reston Handy guide to your Color Computer: how to play games, balance your checkbook, use your computer as a teacher, etc. With chapters on color and sound. art and music. Helpful for beginning or experienced computer users

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# **TRS-80 Color Basic**

By Bob Albrecht from John Wiley & Sons Step-by-step guide to the unique color, sound and graphic capabilities of your new Color Computer. No previous experience is required. Teach vourself BASIC-there's a whole chapter on typical programming problems and solutions

This is the complete collection of articles appearing in the first 4 issues of Color Computer News (May to

December of '81). 37 different topics are covered, plus continuing features like "REMarks", Kid's Page, and

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#### 55 More Color Computer **Programs** For the Home.

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School & Office

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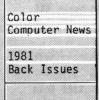
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LOR BASIC

6809 Microcomputer **Programming** and Interfacing

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TRS-80 Color

By Don Inman with Dymax from Reston

Learn the fascinating graphics capabilities of Extend-

ed Color BASIC-how to create graphics to enhance

your programs and how to write your own graphics programs. Includes: coloring; lines and circles; using

joysticks; switching from graphics to text mode;

sound. With sample programs and 5 appendices.

Computer

**Graphics** 



Ed. by Staugaard from Howard W. Sams This book offers a complete description of how to program and interface the 6809 microprocessor. Topics include: chip structure and basic 6809 concepts; addressing modes; registers and data movement instructions; arithmetic, logic and test instructions; branching; input and output signals; interfacing and applications. Review questions and answers for each chapter, plus 4 appendices.

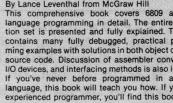
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#### 6809 Assembly Language Programming

By Lance Leventhal from McGraw Hill

This comprehensive book covers 6809 assembly language programming in detail. The entire instruction set is presented and fully explained. The book contains many fully debugged, practical programming examples with solutions in both object code and source code. Discussion of assembler conventions, I/O devices, and interfacing methods is also included. If you've never before programmed in assembly language, this book will teach you how. If you're an experienced programmer, you'll find this book an invaluable reference to the 6809 instruction set and programming techniques

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Hardware Review ...

### Sam Saver Is A **Useful Addition**

How many times have you walked into your "CoCo Room" after a long day, gone to turn on your favorite computer only to discover you forgot to turn it off the evening before?

If the answer is "guilty as charged," you might consider the Sam Saver.

Its a very simple device, really. Just a little black box that plugs into one of the joystick ports and sits there. But, there is a little red LED in the middle of the box that glows when the 80C is on. And one look will tell you whether you forgot to turn CoCo off or not.

Considering the cost of a SAM chip, which seems to get the hottest and is thus most susceptible to heating problems, a Sam Saver can save you money, time and lots of aggrivation. It works just fine.

(Spectrum Projects, 93-16 86 Drive, Woodhaven, NY 11421, \$14.95 plus \$1 s/h)

Software Review . . .

# Foreign Language Baseball Is Fun And Educational, Too

Foreign Language Baseball is a series of three programs which can provide some fun and still help drill your children in a foreign language. The cassettes are available for Spanish, French and Italian.

To make things easier for drill, the learning is in the form of a baseball game. The student selects either easy or hard levels, and then proceeds to play.

Using the low resolution screen, the programs draw a baseball diamond, complete with blocks for the pitcher and hitter. The player is then asked a word—either in English or the language of the game he is playing.

A correct response gets a hit or a walk. If the answer is incorrect, the player makes an out. Three outs to the inning, of course.

Once the inning is over, the three words which are missed are shown on the screen, along with their correct answer. This reinforces the display of the correct answer during the "inning," when the correct answer is shown if the player gets it wrong. The end-of-inning sequence allows the player to study the correct answers as long as he wishes before moving to the next frame, where the score is shown. The player can go on for nine innings, or can quit at the end of any one.

In the easy version, the computer chooses between the first 20 numbers and 10 additional vocabulary words. The hard level adds an additional 70 vocabulary words, for a total of 100. However, since the program answers questions both ways—translate English to foreign language or foreign language to English, there are 200 possible questions to each.

It is our view that these programs are educationally sound and the graphics, while not spectacular, are good enough to keep a child's interest. The idea of making word drill in a foreign language into something as American as a baseball game is somewhat unique and creative.

Finally, since the program is written in Basic, one would assume it is easy to modify the vocabulary words. This makes a fine program even better.

(Computer Island, 227 Hampton Green, Staten Island, NY 10312, \$9.95)



"Electronic" SAMPLE PICTURE INCLUDED WITH GRAPH PACKAGE

#### INSTANT INVERSION ("photo-negative")



#### WHO NEEDS A GRAPHICS TABLET?

Get GRAPH16 or GRAPH32 and YOU won't! For 1/20th the cost, you can have 10 times the "power" of a tablet and a simple program.

Most of the 80C's EXTENDED BASIC features are here in 16K:

\*Point SET and RESET

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\*CIRCLE, oval, and arc

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PLUS some extra "goodies" in BASIC and Machine Language:

\*90 HIRES characters that you can customize at ANYtime and put ANYwhere on your "32x24" screen

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\*Save, Load, or Print your pictures

AND in the 32K version, you get these additional features:

\*40x40-point block-move, and

\*A 20x20-point "vanishing" grid overlay for EXACT cursor-point positioning.

GRAPH16 / GRAPH32 ONLY FROM



ZETA SOFTWARE P.O. BOX 3522 **GREENVILLE SC 29608** 



In short, why draw on paper just to enter a HIRES picture into your 80C when you can "draw" right on the screen? Again, who needs a tablet? (Especially since you'd have to load a program ANYway and make extra room for the hardware!)

Extended	BASIC & joystick required.
VERSION	PRICE
GRAPH16	16K-cassette\$16.95
	32K-cassette19.95
GRAPH32	32K-disk22.95

\*All 3 versions use PMODE 4 only. so use of a B&W TV is highly recommended. Also, to printout your pictures, you will need an LP VII and Screen Print Routine from Radio Shack.

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Software Review ...

# Invader's Revenge Turns The Tables On Space Invaders

If you like shoot-em-up arcade games, but remain a frustrated Earthling who's been zapped countless times by marauders of some far-away, malevolent galaxy, *Invader's Revenge* offers an interesting twist, and assures the loser of at least a moral victory.

Here, in this battle zone, you are the alien invader attempting to destroy the mighty Earth forces while dodging fire from a patrolling laser base, below, and fleeing the determined Kamikaze ships which endlessly search the space lanes intent on your destruction.

At the outset of *Invader's Revenge*, you have three ships in the upper-left corner of the screen, above a horizontal line which is the ceiling barrier of the battle zone. Below are rows of scanning ships and the roaming laser base which sends periodic photon blasts vertically upward. You activate one Invader ship at a time by pressing the "down" arrow key, and thereafter control your ship's flight by using the four directional arrow keys. You fire your missiles (vertically downward, only) by pressing the space bar. Destroying the defenders and staying alive by the coordinated effort of four fingers and a thumb is a digital tour deforce which gives this game a high challange rating from me.

The points you score by destroying the defenders' ships (100 points for a regular member of the fleet; 1000 points for the elusive flagship) are displayed as a running total at the top of the screen.

Invader's Revenge can be played by one or two players, and has two variables to be selected at the beginning of the game which determine the difficulty level. You choose the speed of the action from five levels and the number of missiles you may fire in a given time. In addition, the game has the interesting feature of allowing you to freeze the action. You do this by striking the "P" key. (The accompanying brochure tells us that this stands for "pause" rather than giving any indication as to why you might want a short break.) Hitting any key resumes the action.

This is a machine-language offering with good graphics and adequate sound effects. If you have facile fingers and a thoroughly-oiled thumb, you might want to give this one a try. You have nothing to lose but your life at the hands of a relentless force of Earth's staunch defenders. And, it's interesting to get the "feel" of what it must be like to be a space invader—being shot at by just about everybody.

(Med Systems Software, P.O. Box 3558, Chapel Hill, NC 27514, \$19.95)

-Jim Reed

# PRICE OF DISC DRIVES GOT YOU DOWN?

Then get your system up! Now you can run programs of any length, using a standard cassette player for virtual memory. By adding a few simple lines to your program, "overlays" will automatically load & unload during execution. Unique system uses endless-loop tapes so you can jump to the end or return to the beginning without pressing a button! Easy to use on any memory size Color Computer, and M.L. subroutine makes it fast. Ext. Basic required.

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DAILY MINDER.....\$8.95

Add \$1.50 shipping and handling per order. NJ residents add 5% sales tax.

little bits computing svcs.

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Color Computer is a trademark of the Tandy Corp.

# Two Golf Programs Offer Different Features

What with fall much upon us and winter coming on, all but the most hardy (or those of you who live in less frigid climes) will have to put up the old golf clubs for another year.

Not so with CoCo, because two software firms have programs called *Golf* which will allow you to play to your heart's content all winter long.

One Golf is offered by Tom Mix Software, the other by Aardvark-80. Both give you much more realistic golfing than anything we've seen in a board game. And, both have their advantages and disadvantages. Let's take them one at a time.

#### Aardvark-80

By far the best display is available in the Aardvark version of *Golf*. The fairways are well defined, the sand traps are the same and the trees in the rough stand out individually. In fact, the course is very interesting-looking and comes as close to being a real layout, due to use of the high resolution screen, as most anything we have seen.

Play is accomplished by choosing a club. You then indicate a direction in which you want to shoot. This is done by moving a small cursor until it matches your chosen direction. You then simply press the space bar and the ball—a single pixel—goes whizzing off in the direction you choose.

If you land in a bunker you need a sand wedge and you can also use a putter. You determine the length of your shots by specifying long, medium or short with different ranges for each.

Club and shot length selection is made on the text screen, by pressing a letter "C" and you are also updated as to how many shots you have taken. However, there is no cumulative score. Each of the nine holes is scored individually.

When you do get on the green, the "pin" is taken down. You can then use your putter to hole out.

In addition, the Aardvark program allows you to shoot over things, like trees and water. There is a chart to show how high a shot will go.

Our major complaint with this program is that it does not allow use of all the clubs. And, you can only use your driver one time per hole. However, this is highly outweighed by the easy of use of the game, the fine graphics and the realistic play. We really like seeing the ball go flying off and it is fun to try to shoot over a tree.

#### Tom Mix Software

The Tom Mix version uses a lower resolution (but not low resolution) screen and its detail is, obviously, not as fine. There are no trees although there are sand traps.

In much the same as the Aardvark version, Mix' Golf lets you choose a club. However, you select direction by the figures on a clock face, which does not give detail as fine as the Aardvark game (although you may choose fractional directions as well).

Ball flight in this program is shown by a line and is not quite as exciting as is the Aardvark. However, Mix allows you use of all the clubs at any time (except the putter, which can only be used when you are on the green).

Mix, however, goes for a detail of the green once you have landed on it: the display changes to show only the green. Here you get to choose the distance you wish to putt as well



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\$49.95D \*



MPP-TUTORIAL — Programming tool of the professionals — "lets you EASILY create superior graphics without using the tedious DRAW, PAINT, LINE, PSET, CIRCLE, etc. commands. I have seen the results, and they are INCREDIBLE — If you want to see and use the full graphic \$34.95T or D★ potential of your CoCo, this program is — REQUIRED!" Quote Chromasette.



EL CASINO — Three STARTLING action packed hi-res graphic games that have received RAVE reviews. All programmed with MPP. Each game is over 14K long. All three games below. \$49.95T or D★



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**SLOT MACHINE** — Looks like a \$30,000 Casino machine. 



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Hint . . .

#### What ROM Have You?

All CoCos come up with a message which says you are operating on version 1.0 of the operating system. How can you tell whether you have version 1.0 or 1.1 of the Basic ROM chip?

The answer is a simple one: Just type in EXEC 41175 and the version of your ROM will be printed on the screen.

#### **Corrections**

In the review of the three editor/assembler packages in the October issue, the Cer-Comp program was reported as not having either a symbol table or a cross-reference listing. It has both. The same review also said the program did not allow listings to be stopped as the scroll on the screen. The program does allow scrolling to be halted.

In the Accounts Recievable program in October change line 940 to read:

940 IF K1\$(X)="D" THEN PP=PP+L1(X) ELSE IF K1\$(X)="C" THEN PP=PP-L1(X)

Add the following line: 945 M1(X)=PP

Change Line 2230 to read: 2230 IF K1\$(X)="C" THEN M1(X)=M1(X)-L1(X)

In the General Ledger program for October, add the following line:

1315 POKE 16425,PL+1

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LEM: New landscape each game.
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as the direction—a better choice than Aardvark's long, medium and short shots.

Mix also allows four players to participate at one time and keeps the scores updated for each—both for the match and for the hole. A plus. And, Mix shows the par, hole number and distance on the graphic screen, which Aardvark does not.

Both games are easy to play and are enjoyable. Based on what you want, you should choose the one which appeals to you the most and enjoy *Golf* even when there is a blizzard raging outside.

(Aardvark-80, 2352 S. Commerce, Walled Lake, MI, 48088, \$9.95. Tom Mix Software, 3424 College N.E., Grand Rapids, MI 49505, \$16.95 plus \$1 p/h))

Software Review ...

### Got Troubles Now? Here's Frustration Cubed!

Rubic's Cube, as it turns out, was only something to while away the time until we could get our hands on this fascinating little software program. Now, at least, we can go completely fruitcakes in the comfort and privacy of our own CoCo cloister, and not have to face the pity and shock of strangers as we slip into psycho-geometric collapse while waiting for a bus, or something.

Once you CLOAD CC Cube, you might have a bit of trouble relating the instructions to the way the squares actually shift. That's because even though the concept of the game is simple (realigning the 54 squares so that all six sides of the cube are solid colors), the interrelated moves are quite complex. And visualizing the three-dimensional puzzle on a two-dimensional screen seems to add the lost dimension to the degree of difficulty.

Never mind this. The game is fun, and you can overcome the problem by running CC Cube with only one or two random mixes until you determine just how the squares are shifting. Also, by striking the "?" key you can review the instructions at any time.

While playing CC Cube, you have two very colorful, oblique views of the cube on your screen, so you can see all six sides at once. To come close to achieving this advantage with the old-fashioned, solid model, you would have to, according to Einstein, suspend the cube from a string and race past it at near the speed of light—without running into anything. (Just another example of the trouble your CoCo can save you!)

Since this game can take considerable time to play, especially if you input more than four or five random mixes of the squares, it has a handy ability to CSAVE your cube in position until you have time to finish. Another helpful feature is its ability to retrace, in order, as many of your moves as you wish—up to 125. I defy any solid-cuber to try that!

Besides having brilliant color, CC Cube has pleasant little beeps accompanying the moves, and gives you a soundsalute if you happen to keep your wits long enough to corral all those galloping squares.

(Superior Oracle Software, 27 Church St. West, Greenwich, CT 06830, \$14.95)

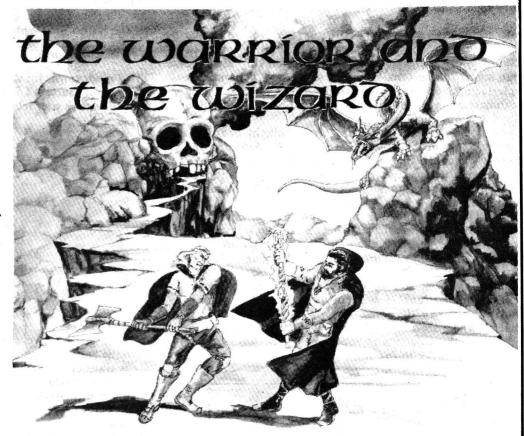
-Courtney Noe

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Hardware Review ...

## Two Modems Provide A Way To Communicate

By Joel Sampson

Data telecomminications—linking computers by telephone lines—is becoming increasingly popular. And the TRS-80 Color and TDP System-100 computers are certainly not lagging behind in the trend.

What can you hook your CoCo up to? Well, there are two main outlets for paid timesharing—CompuServe and The Source. Both of these services charge for the time used and can make your personal computer into a "big" computer by interfacing it to their large mainframes. They also have a database of newspapers, newsletters and other information for home and business.

In addition, there are many local bulletin boards in various parts of the United States, Canada, Australia and across the world. One of the most popular for the Color Computer is Connection-80 in Woodhaven, N.Y., although many others write into the Rainbow, which will print names and addresses.

Most of these bulletin boards allow electonic mail to be sent and received and have a general bulletin information section. Most usually allow for the transfer of some software. These services are usually free, although some are for club members only.

What else can you do with your CoCo in the area of telecommunications? How about giving a friend a proggram you just wrote via the phone—or starting your own bulletin board? There are a lot of things you can do with a modem, providing the modem and your communications software has the ability to do them.

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\*T.M. of Tandy Corp.

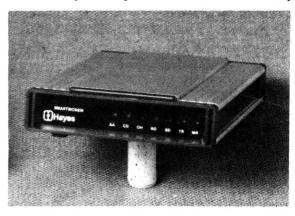
What do you need to get started in all of this? Besides your trusty CoCo, you need a modem, short for modulator/demodulator. The modem generates tones that can be communicated over a telephone line.

In addition, you need communication software—which usually does not come with the modem. Radio Shack sells Videotex in a ROM pack and there are many other more sophisticated packages on tape, disk and ROM pack available (see advertisments in the Rainbow).

But the one hardware item you have to have is a modem. This is a review of two of them: The Hayes Samrtmodem and the Radio Shack Modem I.

#### Hayes Smartmodem

This modem lists for \$299 but is available for \$250 or less from several sources. The Hayes is a direct connect modem that connects to your telephone line with wires. This style is



usually preferred over "acoustic" coupled modems-in which the handset of the telephone is placed in a cradle and data is transferred via sound through the handset.

The Smartmodem contains a Z8 microprocessor chip, which is similar to the Z80 but also has a tiny Basic on the board. This allows you to program the modem using any language.

For instance, when using the modem to timneshare with another system, you can dial directly from the computer keyboard by entering the letters A, T, D and the telephone number. The Smartmodem than dials the number and tells you when a carrier tone is received from another computer.

It also has a built-in speaker so you can listen to the dial tones. The speaker shuts off when the carrier is received unless you program it to remain on continuously. A rearmounted gain control adjusts the volume.

You need a telephone line, but not necessarily a telephone, to use the Smartmodem. This is because of the auto-dial capability. You can also dial Touch-Tone tones if your telephone system will accept them.

If the line is busy, the modem automaticallt hangs up after about 30 seconds, or you can hang it up manually by hitting any key. If the line is busy, you can redial by just hitting A/. Seven LED's indicate the modem's status at all times.

The modem operates at 300 baud or less, and nother model has just reached the market that allows operation at 300 or higher-speed 1200 baud. For most uses with the Color Computer, the 300 baud rate is the best choice, especially considering the higher speed modem is more than twice as expensive.

The Hayes Smartmodem also has automatic answering capabilities. In this mode, you can dial your CoCo from a remote terminal via the telephone line or start your own bulletin board service; providing you have the proper software to drive the system. You can program the modem



#### MACRO-80C

The Micro Works is pleased to announce the release of its disk-based editor, macro assembler and monitor, written for Color Computer by Andy Phelps. THIS IS IT — The ultimate programming tool!

The powerful 2-pass macro assembler features conditional assembly, local labels, include files and cross referenced symbol tables. MACRO-80c supports the complete Motorola 6809 instruction set in standard source format. There are no changes, constraints or shortcuts in the source language definition. Incorporating all of the features of our Rompack-based assembler (SDS80C), MACRO-80c contains many more useful instructions and pseudo-ops which aid the programmer and add power and flexibility.

The screen-oriented text editor is designed for efficient and easy editing of assembly language programs. The "Help Key" feature makes it simple and fun to learn to use the editor. As the editor requires no line numbers, you can use the arrow keys to position the cursor anywhere in the file. MACRO-80c allows global changes and moving/copying blocks of text. You can edit lines of assembly source which are longer than 32 characters.

DCBUG is a machine language monitor which allows examining and altering of memory, setting break points, etc.

The editor, assembler and monitor — as well as sample programs come on one Radio Shack compatible disk. Extensive documentation included. MACRO-80c Price: \$99.95

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Forth is a highly interactive language like Basic, with structure like Pascal and execution speed close to that of Assembly Language. The Micro Works Color Forth is a Rompack containing everything you need to run Forth on your Color Computer.

Color Forth consists of the standard FORTH Interest Group (FIG) implementation of the language plus most of FORTH-79. It has a super screen editor with split screen display. Mass storage is on cassette. Color Forth also contains a decompiler and other aids for learning the inner workings of this fascinating language. It will run on 4K, 16K, and 32K computers. Color Forth contains 10K of ROM, leaving your RAM for your programs! There are simple words to effectively use the Hi-Res Color Computer graphics, joysticks, and sound. The 112-page manual includes a glossary of the system-specific words, a full standard FIG glossary and complete source listing. COLOR FORTH ... THE BEST! From the leader in Forth: Talbot Microsystems. Price: \$109.95

#### SOFTWARE DEVELOPMENT SYSTEM

The Micro Works Software Development System (SDS80C) is a complete 6809 editor, assembler and monitor package contained in one Color Computer program pack! Vastly superior to RAM-based assemblers/editors, the SDS80C is non-volatile, meaning that if your application program bombs, it can't destroy your editor/assembler. Plus it leaves almost all of 16K or 32K RAM free for your program. Since all three programs, editor, assembler and monitor are co-resident, we eliminate tedious program loading when going back and forth from editing to assembly and debugging

The powerful screen-oriented Editor features finds, changes, moves, copys and much more. All keys have convenient auto repeat (typamatic), and since no line numbers are required, the full width of the screen may be used to generate well commented code.

The Assembler features all of the following: complete 6809 instruction set: conditional assembly: local labels: assembly to cassette tape or to memory: listing to screen or printer; and mnemonic error codes

The versatile monitor is tailored for debugging programs generated by the Assembler and Editor. It features examine/change of memory or registers, cassette load and save, breakpoints and more. SDS80C Price: \$89.95

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PARALLEL PRINTER INTERFACE - Serial to parallel converter allows use of all standard parallel printers. PI80C plugs into the serial output port, leaving your Rompack slot free. You supply the printer cable. PI80C Price: \$69.95

#### GAMES

Star Blaster — Blast your way through an asteroid field in this action-packed Hi-Res graphics game. Available in ROMPACK: requires 16K. Price: \$39.95
Pac Attack — Try your hand at this challenging game by Computerware, with fantastic graphics, sound and action! Cassette requires 16K. Price: \$24.95
Berserk — Have fun zapping robots with this Hi-Res game by Mark Data Products. Cassette requires 16K. Price: \$24.95
Adventure — Black Sanctum and Calixto Island by Mark Data Products. Each cassette requires 16K. Price: \$19.95 each.

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to answer the phone from 0 to 255 rings.

The modem can be programmed to operate in full or half duplex, which is useful if you want to access a mainframe operating at half duplex but your software is written for full duplex. In addition to the multitude of things than can be programmed into the modem, you can automatically change some of the defaults with built-in DIP switches. The unit comes with a well-written manual that fully describes how to use and program the unit.

The modem uses a standard DB25 connector, so you need a cable with a four-pin DIN plug on one end and the standard RS-232C connector on the other (Radio Shack part number 26-3014). It connects to the phone line with a standard modular plug. The phone line plugs into the modem with a standard modular plug, a nice feature because if the cord ever goes bad you can replace it with a standard telephone extension cord.

The modem is housed in an attractive aluminium case. A wall-mounted AC transformer provides the power.

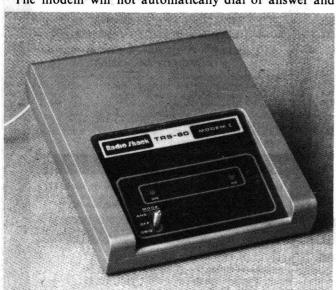
On the negative side, the modem does not include an outlet for a telephone in it, so if you want to use both the telephone and the modem you will need an adapter to allow both to be connected at the same time.

In summary, the Hayes Smartmodem is a versatile modem at a reasonable price. You may not use all the features, such as auto answer, but you will not grow out of it in the future should your needs change.

#### Radio Shack Modem I

If you want a fairly inexpensive direct connect modem, the Radio Shack Direct Connect Modem I may be a good choice. While not as flashy and versatile as the Hayes Smartmodem, the Modem I works well.

The modem will not automatically dial or answer and



cannot be programmed. It operates at 300 baud or less and lists for \$149, but is available for less.

The modem is housed in the familiar silver-colored plastic case that matches the Color Computer. It has a permanently mounted telephone cord with a modular plug on the end. An outlet for a telephone is provided on the modem, so an adapter is not needed to use both the modem and the telephone. A wall-mounted AC power transformer is provided.

Operation of the modem is easy. A front-mounted switch has off, answer and originate positions. When timesharing, the originate position is usually used. Two LEDs indicate when the unit is on and when a carrier is detected.

The Modem I has two connectors to hook it to computer. A standard DB25 allows it to be used with the CoCo and the

Models I, II, and III, as well as most other computers with an RS-232C board. A four-pin DIN plug can also be used with CoCo. This enables you to use an inexpensive cable when connecting the two units.

In summary, if you want a versatile modem with many features, consider the Hayes Smartmodem. But, if your needs are for simple, highly reliable data communications, the Radio Shack Modem I will do the job for less money.

DISK—Continued From Page 25

display with which upper and lower case letters are to appear on a green screen. (Note: the writer's copy of the *Disk* Scripsit program would not function in that mode.) The trade off again, if the user selects to use the graphic display method to get screen display in upper and lower case; expect to lose the memory that system will grab. Again, the user has the option and can decide which tradeoff he can live with as he works through a letter or book.

The edit operations are the same as those found in the rompack. The Disk has the same fast type over correction, using backspace (left arrow); deleting words or letters by overtyping or deleting with the space bar and closing up the gap with the clear key; inserting words or more with the command key "Break and 3" which opens a space as large as the user wants (moving other text to adjust for the new material); moving (or deleting) blocks of text; duplicating in more than one place the same block of text; and search and replace.

The Disk Scripsit program also supports the "hyphenation" package; placement of Headings and Footers; page numbering; and adds underlining and elongating for those printers that can accept those instructions. The program provides the user the option to change the instructions in the program to match those required by your printer (should it not happen to be a Radio Shack model). The baud rate is also user selectable.

The program hs not overlooked the user's need to establish text width (up to 132 if your printer is so equipped), margins, lines per page, line space, and page numbers.

Text material may be saved to disk, sent to printer, sent to spooler (so a printer can work and the user can go on to another text operation). Text may be loaded from disk or tapes (created by the rompack).

The print function was the second problem encountered with this writer's copy of *Disk Scripsit*. The program worked through all the general options (with graphic system turned off); but would not work with my printer. (The printer wrote graphic codes instead of letters.)

A very interesting sub-menu is presented as part of the exit routine. The user may select to "start a clock display-hours, minute, seconds—upper right on screen"; "display free space map"; "copy a file"; "run a program"; or exit back to Basic.

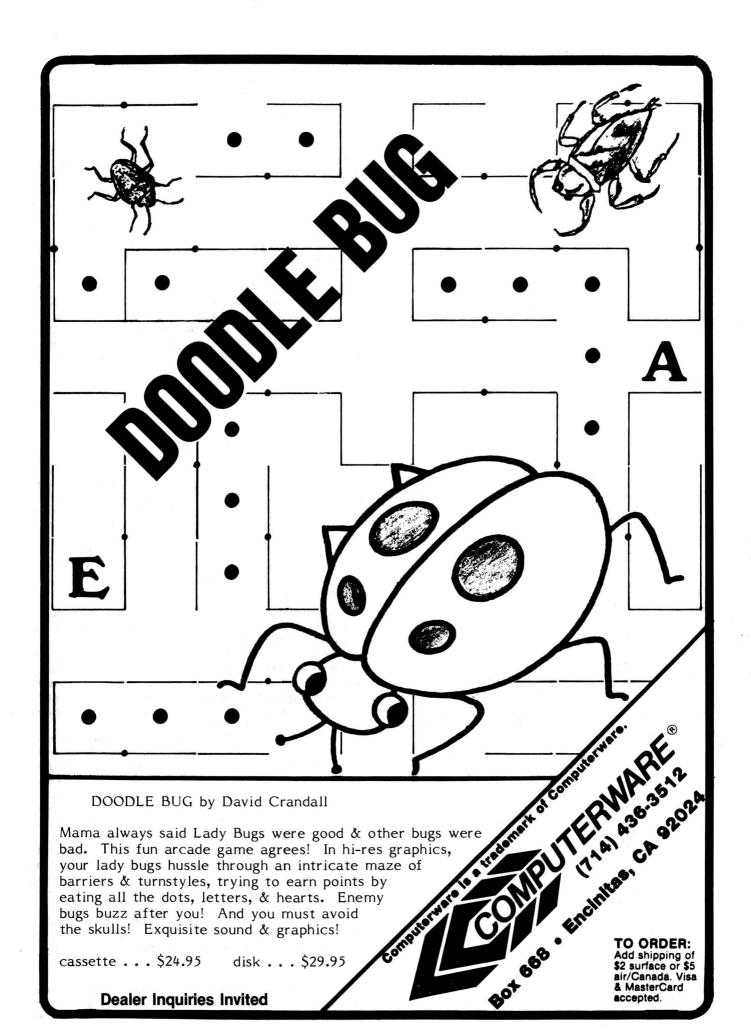
Comments

It is possible that my disk system might have caught a "bug" and would not handle the graphic option and the print driver in the program. The *Disk Scripsit* is back at the Computer Center for checking.

It would be a shame if somehow when the *Disk Scripsit* was put together, Radio Shack decided to write a special printer driver into the system to drive just their line of printers. If that has happened, the usability of the program by more users will be reduced and what might be a great program would drop to just another program. (This review was written with tried and trusted rompack.)

Follow-Up on Disk Scripsit

Today I was able to work with the good folks at our local Computer Center to get *Disk Color Scripsit* up and running. We were able to get the program to run on Radio Shack



equipment. Thus, the program disk is not a fault.

The sales team, Manager, and Tech Reps, all pitched in to try to figure out what was happening to the program on my Color Computer. No answers, however, but a few ideas. First, the program would not go to the graphic screen (which has both upper and lower case letters) on my system.

Idea was that maybe my old color TV (an old tube type) could not handle the information sent. The new Radio Shack unit they have hooked up to the Color Computer handled the output without trouble. The program does give a true upper and lower case type on the green screen. The appearance and color were great. However, you lose almost 2K of memory using the graphic mode.

No one could give me any answer for why the printer I own (an Okidata 82A) will work with all the other programs but will only print graphics from the print driver within Disk Scripsit. My first fear was that some place in the program a special driver routine was embedded. The print commands work on Radio Shack printer. We tested that in the store (at first we had a small problem...the printer was set for parallel and had to be set for serial interface...the Tech Reps took care of that and we were off and gone).

The caution would be for any purchaser to be sure that the program will work with the printer in use on the system. Maybe later Radio Shack will have a patch for other printers or someone with more smarts will come up with the routine to make it work on any unit.

A few more comments I can add now that I had a chance to see the print routine work (on Radio Shack equipment):

All the fine work that went into the program, yet there was

no right justification ability.

Print from disk while working on another edit function works, but the operations are jurky, keyboard response is slow and sometimes double prints occur, and the call to any other commands is slow. Granted, the action is put into the time gaps, but it was so jurky and rough that I would not be happy with that mode. But it does work!

#### Spectaculator

The other disk program, *Disk Spectaculator*, functioned without one bug!!

The rom pack was a very friendly program and *Disk* Spectaculator is just as friendly. This disk program has however, opened new doors for the user that were never possible in the rompack version.

The tradeoff (beside speed in loading) is that the disk program does not have a provision or option to load programs which were saved on tape using the rompack.

This disk version has all of the 16 functions that were part of the rompack. The major additions are "Assign Variables", "Partial Save on Disk", "Display Free Memory", and "Zap Worksheet."

The disk version has a "help list" which is called up with "?" as the answer to the command prompt. All of the command codes are two letters (for the most part the first letters of the key words of the commands) and make operating the program fast. The codes and commands are:

MM—Move Marker EN—Enter Numbers

CF—Column Formula Entry

RF—Row Formula Entry

AV—Assign Variables CA—Calculate

ET—Enter Text

CR—Clear Row

CC—Clear Column

CW-Change Column Width

FR—Display Free Memory ZW—Zap Worksheet

DR—Delete Row

IR-Insert Row

IC-Insert Column

SA—SAve on Disk

PS—Partial Save on Disk

LO—LOad from Disk LI—LIst to Printer

?—Help Lists

The user (with enough memory) might create a spread sheet of 99 columns and 99 rows. The screen display is not a limit, however, as by use of the MM command, or arrows, any selection of the spread sheet can be put on the screen for view and entry/changes. This means that every "cell" is callable. The "cell" is defined by ROW number and COLUMN number (written: 1,1 or 25,30). This function becomes more important when setting up a formula since the contents of a specific cell can be used as "variable."

The number handling ability is the reason for the program. A cell can be loaded with a number with nine digits (six to the right of the decimal point). The cells in the COLUMN and ROW may be acted upon by a formula entered to work from the top down or from left to right. Among the fixed functions that may be placed in the formula are:

"+" addition

"-" subtraction

"\*" multiplication

"/" division

"!" exponential power

The addition of "exponential power" is new and welcomed. Coupled with the "SQR" command which gives the square root of the values specified; "SUM" will total the value in a ROW or COLUMN (as long as the first cell has a value entered); and "SMT" gives the cumulative total as well as the final computed total value of a specified column.

The answers computed can be requested to be displayed as integers or decimal numbers. A nice little addition is that one need not worry about an answer larger than the space set for the column, the column is automatically expanded to meet the need.

The ability of the user to establish a table of 22 variables (which have mode names of "VA through VV") which may be called into the formula to interact on the data in the cells is a very powerful NEW tool. The variable code may be either a constant (like PI) or the value of a particular worksheet cell. Assigning a variable the value of a yet-to-be computed figure by naming its location gives a totally new way of moving through complex problems. The variable may be up to nine digits each.

The Partial Save to Disk is also a very useful took since the data within the limits the user describes will be saved. This might be the result of the several operations called for by the user's program. Then, the data may be put back on a clean worksheet to be worked on again (zap off and load in again, etc.) The Disk version demands that such saves be given names. Again, the single command to wipe the worksheet clean is great.

Printing hard copy is just as simple as it was with rompack. Thus, if a worksheet was larger than the 80 column limit; no problem, by using the MM command, sectors of the sheet may be printed and later pasted up to give the large size hard copy.

The last nice touch that should not go without notice is that on the disk are five files which a newcomer to the program can call up to see on the screen (the same files as are in the manual) to follow the instructions to see how they work.

The disk version of Spectaculator is an improvement over the very useful rompack and opens many new uses for the programmer or novice user.

#### NOW THERE ARE TWO TOOLKITS FOR THE COLOR COMPUTER

The software development tools that let you put even more power into the already powerful Color Computer. They're full of tools, aids, bells and whistles useful to the BASIC or MACHINE LANGUAGE programmer, in friendly, easy-to-use software packages.

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- **Protect** the current BASIC program from being wiped out with a CLOAD, NEW etc.; or from being LISTed **Restore** a protected BASIC program/**Append** any number of BASIC programs together easily
- Ione on keypress or normal silent keys (Tone modifiable by use of Sound n,n Command)
- Global Search of command or text strings in BASIC programs with wildcard character and next "."
- 9 Screen Print Delays with keyboard override (for slow, readable LISTings and DISK DIRectories)
- Variable Name List/String-Byte memory usage/Range of FREE MEM/Top of memory address display
- Fast Machine Code to BASIC DATA converter for storing machine code visibly in BASIC
- (C)SAVEM address/Backup Tool (Last file name, start, end and execute address)
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- Break Key Disable/Enable (Pause keys still available)
- Modified TRON display (.LN replaces (LN)

#### THE FULL TOOLKIT ALSO CONTAINS . . .

Merge BASIC with Machine Code routines so machine code is "invisible" and (C)SAVE/(C)LOADable
9 BAŠIC RUN delays with keyboard override; Single Step(s) mode with current line number display
Memory Examine/Modify with HEX/ASCII/DEC/Double Decimal output and HEX/ASCII input
Memory <b>Block Move</b> for relocating machine code programs, DATA blocks, etc., or the Kit itself
Ten User Defined Function Keys accessable with @/number (BASIC Macros/Block storage)
Automatic linefeed for printers that don't/double space LISTings; or normal PRINT
Delete all spaces (not in PRINT strings, DATA or REMARK lines)
ASCII/HEX memory <b>Dumps</b> to screen or printer
Delete all REMarks (either REM or 'type)
Parallel <b>ECHO</b> of screen output to printer

#### THESE FEATURES ARE FOUND ON BOTH VERSIONS . . .

- Transparent to the user, Install it and forget it until you need it
- BASIC runs up to one-third faster through the Toolkit (5-10% typical)
- HELP command lists all Kit commands and current Kit address
- Same program works with tape or disk and in 16 or 32K
- Entire system totally removable at any time
- Compatible with other utility programs
- Green/Orange text screen capability
- Easily modifiable command syntax

The Kits are relocatable programs that load any time without bothering your BASIC program or variables or top of memory address. All tools may be turned on or off at will, including the Kit itself.

The tools are available with simple three or four letter commands entered in the direct mode, with the entire instruction set viewable through the HELP command.

The Colorkit is 5K bytes for \$29.95 Available on disk with handy BASIC Kit loader for additional \$5



The Microkit is 2.5K bytes for \$27.95 Manual available separately for \$5

#### THE GOOD LIFE

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Disk File Utility with:

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- Two key kill/rename of files
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- Recover killed files
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- Avoid hitting people, cars, train
- Will not cause tension headache
- BASIC/machine code hybrid
- Tape/Disk compatible

ARIZIN P. O. Box 8825 Scottsdale, AZ 85252 Personal Uses...

# How Healthy Are You? This Program Tells You



By John Fernald

Personal health is a subject that comes more and more into the center-stage of interest each year. A number of national publications have featured articles on health in recent months and there are more books showing up every day on how to look, and feel, more healthy.

The August 10, 1982 issue of Family Circle magazine published an extensive self-test on health and I undertook to adapt it for use with the 80C. The test itself is based on a risk analysis developed by Howard F. Hunt, Ph.D., and James R. White, Ph.D., of the University of California, San Diego. It is adapted from "The Blue Cross and Blue Shield Guide To Staying Well," copyright ©1982 by Blue Cross Association and Blue Shield Association, published by Contemporary Books, Inc.

While I am sure that it is possible for others to "fancy" up this program, it does accomplish what it is intended to do, that is, provide a health assessment. To that end I believe it certainly serves a good purpose, and if it helps only one of the Rainbow's thousands of readers improve their health status, then the hours I have spent writing it will be rewarded.

The program itself is easy to use. Simply answer the questions. At the end, you will get a score. Responses to the questions, and the weighted values they are assigned, should not be construed as a hard-and-fast assessment of your physical health. If you have any concerns about your health, you should contact a physician.

In short *Health*, should not be considered a replacement for a visit to a physician. While it *can* give you certain general opinions about your health status, it cannot give you either a "clean bill of health" or detect any and all problems.

The Listing:

#### 5 CLS 10 CLEAR2000

50 DATA I FEEL I OVEREAT-, (A) US UALLY, (B) OCCASIONALLY, (C) RAREL Y, \*\*\*

51 DATA I HAVE INDIGESTION-, (A)
OFTEN, (B) OCCASIONALLY, (C) RAREL
Y, \*\*\*

52 DATA AT THE TABLE I SALT MY
FOOD-, (A) USUALLY, (B) OC
CASIONALLY, (C) RARELY, \*\*\*
53 DATA MY REFINED SUGAR AND S
WEETS CONSUMPTION IS-, (A) AVERAG

WEETS CONSUMPTION IS-,(A) AVERAGE E OR ABOVE,(B) LESS THAN AVERAGE ,(C) VERY LOW, \*\*\*

54 DATA MY DAILY SUGAR SUBSTI- T UTE SERVINGS ARE-, (A) THREE OR M ORE, (B) ONE OR TWO, (C) NONE, \*\*\* 55 DATA MY DAILY ALCOHOL CON- S UMPTION IS-, (A) THREE OR MORE DR INKS, (B) TWO, (C) ONE, (D) NONE 56 DATA MY TOTAL WEEKLY EGG C ONSUMPTION IN ALL FOOD IS-, (A) T EN OR MORE, (B) EIGHT OR NINE, (C)

SEVEN OR LESS, \*\*\* 57 DATA MY BREAD CONSUMPTION ONSISTS OF-, (A) ENRICHED WHITE, ( B) LIGHT BROWN OR WHEAT, (C) WHOL E WHEAT, \*\*\* 58 DATA MY CEREAL CONSUMPTION ONSISTS OF-, (A) REGULAR BOXED CE REALS, (B) VITAMIN ENRICHED WITH EXTRA ROUGHAGE, (C) WHOLE GRAIN, \* \*\* 59 DATA MY DAILY SOFT DRINK (8 0 Z) CONSUMPTION IS-, (A) THREE OR MORE, (B) ONE OR TWO, (C) NONE, \*\*\* 60 DATA MY DAILY TEA CONSUMP-ON IS-, (A) FIVE OR MORE CUPS, (B) TWO TO FOUR CUPS. (C) TWO CUPS O R LESS(OR HERBAL), \*\*\* 61 DATA MY DAILY COFFEE CONSUMPT ION IS-, (A) FOUR OR MORE CUPS, (B ) TWO OR THREE CUPS. (C) DECAFFEI NATED, (D) ONE CUP OR LESS 62 DATA I USE MAINLY-, (A) BUTTER ,(B) HARD MARGARINE,(C) SOFT OR MARGARINE (OR NONE), \* LIQUID \*\* 63 DATA MY DAILY ROUGHAGE NTAKE CONSISTS OF-, (A) NORMAL DI ET, (B) EXTRA SALAD AND RAW VEGET ABLES, (C) EXTRA SOURCE OF BER ONCE OR TWICE PER DAY, \*\*\* 64 DATA MEAT IN MY DIET ONSISTS MAINLY OF-, (A) HIGH IN S ATURATED FAT (PORK DUCK LIVER S TEAK ETC), (B) LOWER IN SATURATED FAT (LEAN BEEF FISH VEAL CHICKE N ETC). (C) MEATS LOWEST IN ATURATED FAT (FISH CHICKEN OR NO

65 DATA THE DAIRY PRODUCTS IN M
Y DIET ARE MOSTLY-, (A) WHOLE-MIL
K CREAM (INCLUDE MOST CHEESE)
IMITATION DAIRY, (B) LOW-FAT DAI
RY PRO- DUCTS, (C) SKIM MILK OR
NO DAIRY PRODUCTS OR LOW FAT
CHEESE, \*\*\*
A6 DATA I AM ANXIOUS/NERVOUS-. (A)

MEAT), \*\*\*

66 DATA I AM ANXIOUS/NERVOUS-, (A) OFTEN, (B) OCCASIONALLY, (C) SEL DOM, \*\*\*

67 DATA I WOULD DESCRIBE MYSELF AS-,(A) HIGHLY COMPETITIVE,(B) M ODERATELY COMPETI- TIVE,(C) NOT COMPETITIVE, \*\*\*

68 DATA WHEN CONFRONTED WITH A S ITUATION THAT BOTHERS ME-, (A) I KEEP IT TO MYSELF, (B) I MAY OR M AY NOTSAY SOMETHING, (C) I ALWAYS SAY SOME- THING ABOUT IT, \*\*\*

#### SPELL 'N FIX

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P.O. Box 209—R Mt. Kisco, N.Y. 10549 (914) 241-0287 69 DATA CRITICISM OR SCOLDING OTHERS ME-, (A) GREATLY, (B) MODER ATELY, (C) HARDLY AT ALL, \*\*\* 70 DATA IN MY WORK SUCCESS IS-, ( A) VERY IMPORTANT, (B) MODERATELY IMPORTANT, (C) NOT IMPORTANT, \*\*\* 71 DATA I GO OUT OF MY WAY TO AVOID UNPLEASANT ACQUAINTANCES-. (A) OFTEN, (B) OCCASIONALLY, (C) R ARELY, \*\*\* 72 DATA I HAVE SPELLS OF THE BLUES-, (A) OFTEN, (B) OCCASIONALL Y, (C) RARELY, \*\*\* 73 DATA I HAVE DISTURBED SLEEP-, (A) OFTEN, (B) OCCASIONALLY, (C) R ARELY, \*\*\* 74 DATA PEOPLE DISAPPOINT ME-, (A ) OFTEN, (B) OCCASIONALLY, (C) RAR ELY, \*\*\* 75 DATA I AM DEPRESSED-, (A) OFTE N, (B) OCCASIONALLY, (C) RARELY, \*\* 76 DATA IN MY OWN WORK I AM ONFRONTED WITH MAKING IMPORTANTD ECISIONS-, (A) OFTEN, (B) OCCASION ALLY, (C) SELDOM, \*\*\* 77 DATA I BELIEVE THAT OUR OUNTRY IS 'GOING TO THE DOGS'-, ( A) AGREE GREATLY, (B) AGREE MODER ATELY, (C) AGREE HARDLY AT ALL, \*\* 78 DATA I AM SEXUALLY FRUSTRA- T ED, (A) OFTEN, (B) OCCASIONALLY, (C ) RARELY, \*\*\* 79 DATA I AM SECRETIVE-, (A) GREA TLY. (B) MODERATELY, (C) HARDLY AT ALL, \*\*\* 400 PRINT9129, "THE BLUE CROSS & BLUE SHIELD" 402 PRINTO168, "HEALTH EXAMINATIO 404 PRINT: PRINT2225, "TAKEN FROM THE AUGUST 10,1982" 406 PRINTO257, "ISSUE OF FAMILY C

406 PRINT0257, "ISSUE OF FAMILY C IRCLE MAGAZINE"
408 PRINT0293, "PROGRAM BY: JOHN FERNALD": PRINT0329, "NEWBURY PARK
, CA": PRINT: PRINT: PRINT: PRINT 410 INPUT"CONTINUE (<ENTER> KEY)
"; ZZ\$: IF ZZ\$="!"THEN GOTO 410 EL SE 415
415 CLS: PRINT" YOU'VE HEARD PLENTY ABOUT"
416 PRINT"MANAGING YOUR DIET, GE TTING"
417 PRINT"MORE EXERCISE, COMBATING STRESS"

418 PRINT"AND GENERALLY IMPROVIN G YOUR" 419 PRINT"LIFE-STYLE." 42Ø PRINT" THIS TEST WILL DE TERMINE" 421 PRINT"YOUR 'WELLNESS SCORE' RIGHT" 422 PRINT"NOW, AND WILL PINPOINT WHAT" 423 PRINT"YOU CAN DO TO IMPROVE IT THIS" 424 PRINT"WEEK, THIS MONTH, THIS YEAR," 425 PRINT"AND FOR THE REST OF YO UR TO-" 426 PRINT"MORROWS!":PRINT:PRINT: PRINT 428 INPUT"CONTINUE (<ENTER> KEY)" :ZZ\$:IFZZ\$="!"GOTO428 ELSE 430 430 CLS:PRINT238, "HOW TO TAKE TH E EXAM":PRINT 432 PRINT" CHOOSE THE ANSWER IN EACH" 434 PRINT"CATEGORY THAT IN YOUR JUDGEMENT" 436 PRINT"MOST ACCURATELY AND HO **NESTLY"** 438 PRINT"REFLECT YOUR HABITS AN D LIFE-" 440 PRINT"STYLE, AND THE COMPUTE R WILL DO" 442 PRINT"THE REST. ": PRINT: PRINT :PRINT:PRINT:PRINT:PRINT 444 INPUT"CONTINUE (<ENTER> KEY) " ; ZZ\$: IFZZ\$="!" THEN GOTO444 ELSE GOSUB4000 466 PRINT:PRINT:INPUT" SWER"; QQ\$ 468 N=Ø 469 IF QQ\$="A"THEN AA=N 470 IFQQ\$="B"THEN AA=N+1 471 IFQQ\$="C"THEN AA=N+3 472 GOSUB4000 473 PRINT:PRINT:INPUT" AN SWER": QQ\$ 474 N=Ø 475 IFQQ\$="A"THEN AB=N 476 IFQQ\$="B"THEN AB=N+1 477 IFQQ\$="C"THEN AB=N+3 478 GOSUB4000 480 PRINT: PRINT: INPUT" AN SWER"; QQ\$ 481 N=Ø 482 IFQQ\$="A"THEN AC=N 484 IFQQ\$="B"THEN AC=N+1 486 IFQQ\$="C"THEN AC=N+3 488 GOSUB 4000 490 PRINT: PRINT: INPUT" AN

SWER"; QQ\$



# SAVE 10%5



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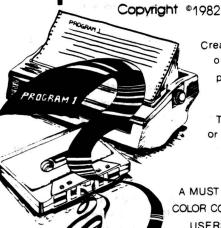
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Page 128

572 IF QQ\$="A"THEN AL=N

491 N=Ø		574 IF QQ\$="B"THEN AL=N+1	
492 IFQQ\$="A"THEN AD=N		575 IF QQ\$="C"THEN AL=N+2	
494 IFQQ\$="B"THEN AD=N+1		576 IF QQ\$="D"THEN AL=N+3	production of
496 IFQQ\$="C"THEN AD=N+3		578 GOSUB <b>4000</b>	
498 GOSUB 4000		58Ø PRINT:PRINT:INPUT"	AN
500 PRINT:PRINT:INPUT"	AN	SWER"; QQ\$	
SWER"; QQ\$		581 N=Ø	
501 N=0		582 IFQQ\$="A"THEN AM=N	
502 IFQQ\$="A"THEN AE=N		584 IFQQ\$="B"THEN AM=N+1	
504 IFQQ\$="B"THEN AE=N+1		586 IFQQ\$="C"THEN AM=N+3	
506 IFQQ\$="C"THEN AE=N+3		588 GOSUB4ØØØ	
508 GOSUB 4000		590 PRINT: PRINT: INPUT"	AN
510 PRINT: PRINT: INPUT"	AN	SWER"; QQ\$	
SWER"; QQ\$		591 N=Ø	
511 N=Ø		592 IFQQ\$="A"THEN AO=N	
512 IFQQ\$="A"THEN AF=N		594 IFQQ\$="B"THEN AO=N+1	
514 IFQQ\$="B"THEN AF=N+1		596 IFQQ4="C"THEN AO=N+3	
515 IFQQ\$="C"THEN AF=N+2		598 GOSUB4000	
516 IFQQ\$="D"THEN AF=N+3		600 PRINT: PRINT: INPUT"	AN
518 GOSUB 4000		SWER" : QQ\$	
520 PRINT: PRINT: INPUT"	AN	601 N=0	
SWER"; QQ\$	7.114	602 IFQQ\$="A"THEN AP=N	
521 N=Ø		604 IFQQ\$="B"THEN AP=N+1	
522 IF QQ\$="A"THEN AG=N		606 IFQQ\$="C"THEN AP=N+3	
		A MANAGEMENT AND LINE AND LINE AND ADDRESS OF THE A	
524 IFQQ\$="B"THEN AG=N+1		608 GOSUB4000	AN
526 IFQQ\$="C"THEN AG=N+3		61Ø PRINT: PRINT: INPUT"	AN
528 GOSUB4000	<b>AN</b>	SWER"; QQ\$	
530 PRINT: PRINT: INPUT"	AN	611 N=Ø	
SWER"; QQ\$		612 IFQQ\$="A"THEN AQ=N	
531 N=Ø		614 IFQQ\$="B"THEN AQ=N+1	
532 IF QQ+="A"THEN AH=N		616 IFQQ\$="C"THEN AQ=N+3	der.
534 IF QQ\$="B"THEN AH=N+1		618 GOSUB4000	. Z
536 IF QQ\$="C"THEN AH=N+3		62Ø PRINT:PRINT:INPUT"	AN
538 GOSUB 4000		SWER"; QQ\$	
54Ø PRINT: PRINT: INPUT"	AN	621 N=Ø	
SWER"; QQ\$		622 IF QQ\$="A" THEN AR=N	
541 N=Ø		624 IF QQ\$="B" THEN AR=N+1	
542 IF QQ\$="A"THEN AI=N		626 IF QQ\$="C" THEN AR=N+3	
544 IF QQ\$="B"THEN AI=N+1		628 GOSUB4000	
546 IF QQ\$="C"THEN AI=N+3		63Ø PRINT:PRINT:INPUT"	AN
548 GOSUB4000		SWER" ; QQ\$	
550 PRINT: PRINT: INPUT"	AN	631 N=Ø	
SWER"; QQ\$		632 IF QQ\$="A" THEN AY=N	Now ex
551 N=Ø		634 IF QQ\$="B" THEN AY=N+1	
552 IF QQ\$="A"THEN AJ=N		636 IF QQ\$="C" THEN AY=N+3	
554 IF QQ=="B"THEN AJ=N+1		638 GOSUB 4000	
556 IF QQ\$="C"THEN AJ=N+3		64Ø PRINT: PRINT: INPUJ"	AN
558 GOSUB4000		SWER"; QQ\$	
560 PRINT:PRINT:INPUT"	AN	641 N=Ø	
SWER"; QQ\$		642 IF QQ\$="A" THEN AU=N	
561 N=Ø		644 IF QQ\$="B" THEN AU=N+1	
562 IF QQ\$="A"THEN AK=N		646 IF QQ\$="C" THEN AU=N+3	
564 IF QQ\$="B"THEN AK=N+1		648 GOSUB 4000	
566 IF QQ\$="C"THEN AK=N+3		65Ø PRINT: PRINT: INPUT"	AN
568 GOSUB4999		SWER"; QQ\$	17 544
57Ø PRINT:PRINT:INPUT"	AN	651 N=0	
SWER": QQ\$	Principles	652 IF QQ\$="A" THEN AV=N	
571 N=Ø		654 IF QQ\$="B" THEN AV=N+1	
ETO TE COA-HANTUEN AL-N		OUT IF GOT- D INCH AVAILED	

656 IF QQ\$="C" THEN AV=N+3

658 GOSUB 4000	
660 PRINT:PRINT:INPUT"	AN
SWER" ; QQ\$	
661 N=Ø	
662 IF QQ\$="A" THEN AW=N	
664 IF QQ\$="B" THEN AW=N+1	
666 IF QQ\$="C" THEN AW=N+3	
668 GOSUB 4000 670 PRINT:PRINT:INPUT"	AN
SWER": QQ\$	HIN
671 N=Ø	
672 IF QQ\$="A" THEN AX=N	
674 IF QQ\$="B" THEN AX=N+1	
676 IF QQ\$="C" THEN AX=N+3	
678 GOSUB 4000	
68Ø PRINT:PRINT:INPUT"	AN
SWER"; QQ\$	
681 N=Ø	
682 IF QQ\$="A" THEN AZ=N	
684 IF QQ\$="B" THEN AZ=N+1	
686 IF QQ\$="C" THEN AZ=N+3 688 GOSUB 4000	
696 PRINT:PRINT:INPUT"	AN
SWER"; QQ\$	1314
691 N=Ø	
692 IF QQ+="A" THEN BA=N	
694 IF QQ\$="B" THEN BA=N+1	
696 IF QQ\$="C" THEN BA=N+3	
698 GOSUB 4000	
700 PRINT:PRINT:INPUT"	AN
SWER" ; QQ\$	
7 <b>0</b> 1 N= <b>0</b>	
702 IF QQ\$="A" THEN BB=N	
704 IF QQ\$="B" THEN BB=N+1	
706 IF QQ\$="C" THEN BB=N+3 708 GOSUB 4000	
710 PRINT:PRINT:INPUT"	ΔN
SWER": QQ\$	AN
711 N=Ø	
712 IF QQ\$="A" THEN BC=N	
714 IF QQ\$="B" THEN BC=N+1	
716 IF QQ\$="C" THEN BC=N+3	
718 GOSUB 4000	
720 PRINT:PRINT:INPUT"	AN
SWER" ; QQ\$	
721 N=Ø	
722 IF QQ\$="A" THEN BD=N	
724 IF QQ\$="B" THEN BD=N+1	
726 IF QQ\$="C" THEN BD=N+3	
728 GOSUB 4000	AN1
730 PRINT: PRINT: INPUT" SWER": QQ\$	AN
731 N=0	
732 IF QQ\$="A" THEN BE=N	
734 IF QQ\$="B" THEN BE=N+1	
736 IF QQ\$="C" THEN BE=N+3	
738 GOSUB 4000	
740 PRINT: PRINT: INPUT"	AN
SWER"; QQ\$	-114

741 N=Ø
742 IF QQ\$="A" THEN BF=N
744 IF QQ\$="B" THEN BF=N+1
746 IF QQ\$="C" THEN BF=N+3
748 GOSUB 4000
75Ø PRINT:PRINT:INPUT" AN
SWER"; QQ\$
751 N=Ø
752 IF QQ\$="A" THEN BG=N
754 IF QQ\$="B" THEN BG=N+1
756 IF QQ\$="C" THEN BG=N+3
758 GOSUB5000
4000 CLS
4616 REM****NUTRITION****
4020 READQ\$
4030 PRINT098, "QUES "Q\$
4040 READR\$
4050 PRINT0200,R\$
4060 READS\$
4070 PRINT0296,S\$
4080 READT\$
4090 PRINT0392,T\$
4Ø91 READU\$
4092 PRINT9488,U\$
4100 RETURN
5000 CLS
5010 PRINTO2, "QUES MY EXERCIS
E PROGRAM CONSISTS OF-"

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5020 PRINTO66,"(A) LITTLE OR NO EXERCISE" 5030 PRINTO98,"(B) WALKING PROGR AM 3 OR MORE DAYS PER WEEK" 5040 PRINTO162,"(C) EASY TO MODE RATE EXERCISE 3 OR MORE DAYS PER WEEK" 5050 PRINT@226,"(D) FAIRLY VIGOR OUS EXERCISE IN EXERCISE ATTIR E 3 OR MORE DAYS PER WEEK" 5060 PRINTO322,"(E) HEAVY EXERCI SE IN EXERCISE ATTIRE 3 OR 4 DAY S PER WEEK" 5070 PRINTO386,"(F) HEAVY EXERCI SE IN EXERCISE ATTIRE 5 TO 7 DAY S PER WEEK" 5080 PRINT: INPUT" ANSWER" ; QQ\$ 5Ø81 N=Ø 5082 IF QQ\$="A" THEN BH=N 5083 IF QQ\$="B" THEN BH=N+1 5084 IF QQ\$="C" THEN BH=N+2 5085 IF QQ\$="D" THEN BH=N+5 5086 IF QQ\$="E" THEN BH=N+8 5087 IF QQ\$="F" THEN BH=N+10 5090 CLS 5100 PRINTO2, "QUES MY OCCUPAT IONAL ACTI- VITIES CONSIST OF-" 5110 PRINTO98,"(A) MOSTLY MENTAL WITH LITTLE OR NO M ACTIVITY ANUAL LABOR" 512Ø PRINT@162,"(B) COMBINATION OF MENTAL AND MANUAL LABOR" 513Ø PRINT@226,"(C) MOSTLY MANUA L LABOR (PER- SPIRE FROM MY WORK ) " 5140 PRINT:PRINT:PRINT:PRINT:PRI NT: INPUT" ANSWER"; QQ\$ 5141 N=Ø 5182 IF QQ\$="A" THEN BI=N 5183 IF QQ\$="B" THEN BI=N+2 5184 IF QQ\$="C" THEN BI=N+4 519Ø CLS 5200 PRINTO2, "QUES MY RECREAT IONAL ACTI- VITIES AND HOBBIES I NVOLVE-" 5210 PRINTO98, "(A) INTERMITTENT EXERTION (AS GARDENING, DOUBLES T ENNIS, SAIL- ING AND SEDENTARY A CTIVITIES) " 5220 PRINT@194,"(B) FAIRLY SUSTA INED, MODERATE-LY FATIGUING EXERT ION (SINGLES TENNIS, HIKING, LIGH T BICYCLING)" 523Ø PRINT@29Ø, "(C) PROLONGED AN D FATIGUING EXERTION (SUSTAINE D JOGGING, RUN-NING, DISTANCE SWIM MING)"

524Ø PRINT:PRINT:PRINT:INPUT" ANSWER"; QQ\$ 5241 N=Ø 5242 IFQQ = "A" THEN BJ=N 5243 IFQQ = "B" THEN BJ=N+2 5244 IFQQ\$="C" THEN BJ=N+4 525Ø CLS 5260 INPUT"MY HEIGHT (INCHES) = ": B L: IF BL<=60 THEN BN =61 ELSE BN= 528Ø INPUT"ARE YOU MALE(M) OR FE MALE(F)": BK\$: IF BK\$="F" THEN GOS UB9100 ELSE BM=106+(6\*(BN-60)) 529Ø PRINTO1ØØ, "SELECT ONE OF TH E FOLLOWING" 5300 PRINTƏ130,"(A) I HAVE A MED IUM FRAME" 5310 PRINT@194,"(B) I AM SMALL B ONED" 5320 PRINT@258,"(C) I AM LARGE B ONED" 533Ø PRINT: INPUT" ANSWER" ; QQ\$ 5340 IFQQ\$="A" THEN BO=BM 5350 IFQQ\$="B" THEN BO=BM-(BM\*.1 536Ø IFQQ\$="C" THEN BO=BM+(BM\*.1 5365 BR=INT(BO) 5370 PRINT0384, "YOUR IDEAL BODY WEIGHT = "BR"LBS" 538Ø INPUT"MY ACTUAL WEIGHT (LBS ) =":BP 539Ø IF BP<=BR THEN BQ=1Ø 5395 IF BQ=10 THEN GOTO 5500 5400 BS=BP-BR

5405 IF BS<=3 THEN BQ=9: IF BQ=9 THEN GOTO5500 5410 IFBS<7 THEN BQ=7: IF BQ=7THE NGOTO55ØØ 5415 IF BS<11 THEN BQ=5:IFBQ=5TH ENGOTO5500 542Ø IFBS<16THENBQ=2:IFBQ=2THENG OT055@@ 5425 IFBS<21THENBQ=Ø: IFBQ=ØTHENG OT055ØØ 5430 IFBS<31THENBQ=-2: IFBQ=-2THE NGOT055ØØ 5435 IFBS<41THENBQ=-4: IFBQ=-4THE NGOT055ØØ 5440 IFBS<51THENBQ=-6: IFBQ=-6THE NGOT05500 5445 IFBS<76THENBQ=-8:IFBQ=-8THE NGOT055ØØ 5450 IFBS>=76THENBQ=-10:IFBQ=-10 THENGOTO5500 5500 CLS

You must vaporize the pests with your laser and pesticide bombs. Pest control is a neverending task in this space simulation. Be quick about it. If you take too long to clear a wave of pests, the AVENGER appears and homes in on your PestiCraft.

A random Vengence Encounter throws you into a world with droid-filled birds. You have to destroy them, but every time they burst, a myriad of droids are released and begin a

relentless assault on your ship. AVENGER is joystick compatible.

AVENGER is available for the TRS 80\* Color Computer at your favorite software dealer. MasterCard & Visa orders accepted. \$19.95 tape, \$1.50 shipping and handling charges.

# The Cornsoft Group

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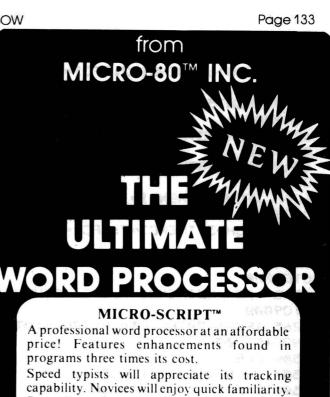
5510 PRINTO32."I SMOKE ? - A.OVE R 3Ø CIGARETTES/DAY OR (IN-HALE PIPE/CIGAR)." 5515 PRINT@96, "B. 21-30 CIGARETTE S/DAY." 5520 PRINT0128, "C.10-20 CIGARETT ES/DAY." 5525 PRINTO160."D.1-9 CIGARETTES /DAY." 553Ø PRINT@192."E.>2Ø CIG/DAY-QU IT 5-10 YR AGO." 5535 PRINT@224, "F. < 20 CIG/DAY-QU IT 5-10 YR AGO." 554Ø PRINT@256, "G. >2Ø CIG/DAY-QU IT >10 YR AGO." 5545 PRINTQ288, "H.NEVER SMOKED-L IVED WITH SMOKER >10 YRS." 555Ø PRINT@352, "I.NEVER SMOKED-L IVED WITH SMOKER <10 YRS." 5555 PRINT@416, "J.5-19 CIG/DAY-Q UIT >10 YR AGO." 5560 PRINT2448, "K.NEVER SMOKED O R LIVED W/SMOKER" ANSWER" ; QQ\$ 557Ø INPUT" 5572 N=Ø 5574 IFQQ\$="A"THENBU=N-15 5576 IFQQ\$="B"THENBU=N-10 5578 IFQQ\$="C"THENBU=N-8 558Ø IFQQ\$="D"THENBU=N-5 5582 IFQQ\$="E"THENBU=N+3 5584 IFQQ\$="F"THENBU=N+5 5586 IFQQ\$="G"THENBU=N+6 5588 IFQQ\$="H"THENBU=N+7 559Ø IFQQ\$="I"THENBU=N+8 5592 IFQQ\$="J"THENBU=N+10 5594 IFQQ\$="K"THENBU=N+10 5600 CLS 5610 PRINT"I HAVE -" 5615 PRINT@32, "A. WORKED IN A SM OKY OFFICE FOR 16 OR MORE YRS . "

5620 PRINTO96, "B. WORKED IN A SM OKY OFFICE FOR 10-15 YRS." 5625 PRINT@16Ø, "C. WORKED IN A S MOKY OFFICE FOR 1-9 YRS." 563Ø PRINT2224, "D. LIVED IN A SM OGGY AREA FOR 10 OR MORE YRS." 5635 PRINTO288, "E. LIVED IN A SM OGGY AREA FOR 1 TO 9 YRS." 5637 PRINT: PRINT 564Ø INPUT" ANSWER"; QQ\$ 5642 N=Ø 5644 IFQQ\$="A"THENBV=N-3 5646 IFQQ\$="B"THENBV=N-2 5648 IFQQ\$="C"THENBV=N-1 5650 IFQQ4="D"THENBV=N-2 5652 IFQQ = "E"THENBV=N-1 5700 CLS

571Ø PRINT@2."I AM -" 5715 PRINT066, "A. MALE" 5720 PRINT0130, "B. PREMENOPAUSE FEMALE" 5725 PRINT@194, "C. POSTMENOPAUSE 5726 PRINT@258, "D. NOT FAMILIAR WITH MY BLOOD PRESSURE VALUES. ENTER D TO OB-TAIN AN AVERAGE SC ORE VALUE. 5727 PRINT:PRINT:PRINT 573Ø INPUT" ANSWER": QQ\$ 5735 IFQQ\$="A"THENGOT09200 574Ø IFQQ\$="B"THENGOTO93ØØ 5745 IFQQ\$="C"THENGOT09400 5750 IFQQ\$="D"THENCD=8: IFCD=8THE NGOTO58ØØ 5800 CLS 5810 PRINT02, "I HAVE -" 5815 PRINT"A. HAD EMPHYSEMA (BRE ATHING OB- STRUCTION FOR 10 YRS OR MORE." 5820 PRINT"B. HAD EMPHYSEMA FOR 1-9 YR." 5825 PRINT"C. HAD A HEART ATTACK OR HEART DISEASE." 583Ø PRINT"D. NOT HAD HEART ATTA CK/DISEASE BUT HAVE HAD HEART/CH EST PAIN." 5835 PRINT"E. OR HAVE HAD DIABET ES. " 5840 PRINT"F. OR HAVE HAD KIDNEY DISORDER." 5845 PRINT"G. OR HAVE HAD THYROI D COND." 585Ø PRINT"H. OR HAVE HAD GOUT." 5855 PRINT"I. OR HAVE HAD LEG CR AMPS. " 5857 PRINT"J. NONE OF THE ABOVE. 586Ø PRINT: INPUT" ANSWER" ; QQ\$ 5861 N=Ø 5862 IFQQ = "A"THENCE=N-3 5864 IFQQ\$="B"THENCE=N-1

5866 IFQQ\$="C"THENCE=N-10 5868 IFQQ\$="D"THENCE=N-5 5870 IFQQ\$="E"THENCE=N-5 5872 IFQQ\$="F"THENCE=N-3 5874 IFQQ\$="G"THENCE=N-3 5876 IFQQ\$="H"THENCE=N-3 5878 IFQQ\$="I"THENCE=N-2 5880 IFQQ\$="J"THENCE=N 5900 CLS 5910 PRINT02,"I HAVE THE FOLLOWI NG NUMBER OFPARENTS OR GRANDPARE NTS WHO HAD HEART DISEASE, STROK E OR CIRCU- LATORY DISORDER WHIC H OCCURED BETWEEN THE INDICATE D AGES -" **5912 PRINT** 5915 PRINT"A. 1 OR MORE UNDER AG E 5Ø." 5920 PRINT"B. 2 OR MORE 50 - 60 YRS." 5925 PRINT"C. 1 50 - 60 YRS." 5930 PRINT"D. 2 OVER 60 YRS." 5935 PRINT"E. 1 OVER 60 YRS." 5940 PRINT"F. NONE" 5945 PRINT: PRINT 595Ø INPUT" ANSWER"; QQ\$ 5951 N=Ø 5952 IFQQ\$="A"THENCF=N 5954 IFQQ\$="B"THENCF=N+1 5956 IFQQ\$="C"THENCF=N+2 5958 IFQQ\$="D"THENCF=N+3 5960 IFQQ\$="E"THENCF=N+5 5962 IFQQ\$="F"THENCF=N+10 6000 CLS 6010 PRINT02,"I AM A -" 6015 PRINT"A. MALE, STOCKY & BALD 6020 PRINT"B. MALE.STOCKY" 6025 PRINT"C. MALE" 6030 PRINT"D. FEMALE, 55 OR OVER 6035 PRINT"E. FEMALE, 54-50" 6040 PRINT"F. FEMALE, 49-36" 6045 PRINT"G. FEMALE, 35 OR UNDE R" 6050 PRINT: PRINT: PRINT 6055 INPUT" ANSWER"; QQ\$ 6060 N=0 6062 IFQQ\$="A"THENCG=N 6064 IFQQ\$="B"THENCG=N+1 6066 IFQQ\$="C"THENCG=N+2 6068 IFQQ\$="D"THENCG=N+7 6070 IFQQ\$="E"THENCG=N+8 6072 IFQQ\$="F"THENCG=N+9 6074 IFQQ\$="G"THENCG=N+10 6100 CLS 611Ø PRINT@164, "I AM A -" 6115 PRINT@197, "A. MALE" 6120 PRINT2229, "B. FEMALE" 6125 PRINT: PRINT 613Ø INPUT" ANSWER": QQ\$ 6140 IFQQ\$="A"THENGOTO6200ELSEGO T065ØØ 6200 CLS 6204 PRINT@164, "MY AGE IS -" 62Ø6 INPUT" ANSWER"; CH 6210 IFCH>=72THENCI=3: IFCI=3THEN GOT09000 6215 IFCH>67THENCI=Ø: IFCI=ØTHENG OT09000

6220 IFCH>63THENCI=1:IFCI=1THENG



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OT09000 6225 IFCH>60THENCI=2: IFCI=2THENG OTO9ØØØ 623Ø IFCH>56THENCI=3: IFCI=3THENG OT09000 6235 IFCH>53THENCI=4: IFCI=4THENG OT09ØØØ 624Ø IFCH>48THENCI=5: IFCI=5THENG OT09ØØØ 6245 IFCH>43THENCI=5: IFCI=6THENG OT09000 625Ø IFCH>39THENCI=7: IFCI=7THENG OTO9ØØØ 6255 IFCH>34THENCI=8: IFCI=8THENG OTO9ØØØ 626Ø IFCH>2ØTHENCI=9: IFCI=9THENG OT09ØØØ 6265 IFCH<=20THENCI=10:IFCI=10TH ENGOTO9ØØØ 6500 CLS 65Ø4 PRINT@164, "MY AGE IS -" 6506 INPUT" ANSWER"; CH 6510 IFCH>=79THENCK=3: IFCK=3THEN GOT09ØØØ 6515 IFCH>74THENCK=2: IFCK=2THENG OT09ØØØ 6520 IFCH>69THENCK=1: IFCK=1THENG OT09ØØØ 6525 IFCH>65THENCK=Ø: IFCK=ØTHENG OTO9ØØØ 653Ø IFCH>59THENCK=2: IFCK=2THENG OTO9ØØØ 6535 IFCH>53THENCK=4: IFCK=4THENG OT09ØØØ 654Ø IFCH>45THENCK=6: IFCK=6THENG OT09ØØØ 6545 IFCH>37THENCK=7: IFCK=7THENG OTO9ØØØ 655Ø IFCH>29THENCK=8: IFCK=8THENG OT09ØØØ 6555 IFCH>20THENCK=9: IFCK=9THENG **OTO9ØØØ** 6560 IFCH<=20THENCK=10: IFCK=10TH

9014 IFTC>80THENPRINT0228, "YOU A RE A SATISFACTORY H RISK":GOT098ØØ 9016 IFTC>70THENPRINT0228, "YOU A RE AN UNSATISFACTORY HEALT H RISK": GOT09800 9018 IFTC>60THENPRINT0228, "YOU A RE A POOR HEALTH RISK": GOTO9800 9020 IFTC>50THENPRINT0228,"YOU A RE A DANGEROUS HEALTH : GOT098ØØ 9025 IFTC<=50THENPRINT0228,"YOU ARE AN EXTREMELY EROUS HEALTH RISK": GOTO9800 9100 BM=100+(5\*(BN-60)):RETURN 9200 CLS 921Ø PRINT@161, "MY SYSTOLIC BLOO D PRESSURE (UP-PER NUMBER) IS -" 9215 INPUT" ANSWER"; BW 922Ø IFBW>179THENBX=-5: IFBX=-5TH ENGOTO95ØØ 9222 IFBW>159THENBX=-3: IFBX=-3TH ENGOTO9500 9224 IFBW>149THENBX=-2: IFBX=-2TH ENGOTO9500 9226 IFBW>139THENBX=-1:IFBX=-1TH ENGOTO95ØØ 9228 IFBW>134THENBX=1:IFBX=1THEN GOT095ØØ 923Ø IFBW>129THENBX=4:IFBX=4THEN GOT095ØØ 9232 IFBW>124THENBX=6: IFBX=6THEN GOT095ØØ 9234 IFBW>12ØTHENBX=7: IFBX=7THEN GOT095ØØ 9236 IFBW>117THENBX=8: IFBX=8THEN GOT095ØØ 9238 IFBW>114THENBX=9: IFBX=9THEN GOT095ØØ 924Ø IFBW<=114THENBX=1Ø:IFBX=1ØT HENGOTO95ØØ 9300 CLS 931Ø PRINT@161, "MY SYSTOLIC BLOO D PRESSURE (UP-PER NUMBER) IS -" 9315 INPUT" ANSWER"; BW 932Ø IFBW>176THENBY=-5: IFBY=-5TH ENGOTO9600 9322 IFBW>156THENBY=-3: IFBY=-3TH ENGOTO9600 9324 IFBW>146THENBY=-2: IFBY=-2TH ENGOTO9600 9326 IFBW>136THENBY=-1: IFBY=-1TH ENGOTO9600 9328 IFBW>131THENBY=1: IFBY=1THEN GOT09600 933Ø IFBW>126THENBY=4: IFBY=4THEN

G0T096ØØ

9012 IFTC>90THENPRINT0228."YOU A

RE A LOW HEALTH RISK": GOTO9800

9008 IFTC>120THENPRINT0228, "YOU ARE AN EXCEPTIONALLY LOW HEALTH RISK":GOTO9800 9010 IFTC>100THENPRINT0228, "YOU ARE A VERY LOW HEALTH RISK":GOTO9800

9000 TA=AA+AB+AC+AD+AE+AF+AG+AH+

AI+AJ+AK+AL+AM+AO+AP+AQ+AR+AY+AU

+AV+AW+AX+AZ+BA+BB+BC+BD+BE+BF+B

9001 TB=BH+BI+BJ+BQ+BU+BV+BX+BY+

9005 CLS:PRINT@164, "YOUR SCORE =

BZ+CA+CB+CC+CD+CE+CF+CG+CI+CK

ENGOTO9000

9003 TC=TA+TB

"TC"POINTS"

G

9332 IFBW>121THENBY=6: IFBY=6THEN GOTO9600

9334 IFBW>118THENBY=7:IFBY=7THEN GOTO9600

9336 IFBW>115THENBY=8: IFBY=8THEN GOTO9600

9338 IFBW>112THENBY=9: IFBY=9THEN GOT09600

934Ø IFBW<=112THENBY=1Ø:IFBY=1ØT HENGOTO96ØØ

9400 CLS

9410 PRINT0161, "MY SYSTOLIC BLOOD PRESSURE (UP-PER NUMBER) IS -" 9415 INPUT" ANSWER"; BW

942Ø IFBW>183THENBZ=-5:IFBZ=-5TH ENGOT097ØØ

9422 IFBW>163THENBZ=-3: IFBZ=-3TH ENGOTO9700

9424 IFBW>153THENBZ=-2: IFBZ=-2TH ENGOT09700

9426 IFBW>143THENBZ=-1:IFBZ=-1TH ENGOTO9700

9428 IFBW>138THENBZ=1: IFBZ=1THEN GOT09700

943Ø IFBW>133THENBZ=4:IFBZ=4THEN GOTO97ØØ

9432 IFBW>128THENBZ=6: IFBZ=6THEN GOT09700

9434 IFBW>124THENBZ=7: IFBZ=7THEN GOT09700

9436 IFBW>121THENBZ=8: IFBZ=8THEN

9438 IFBW>117THENBZ=9: IFBZ=9THEN GOTO9700

944Ø IFBW<=118THENBZ=1Ø:IFBZ=1ØT HENGOTO97ØØ

9500 CLS

9510 PRINT0164, "MY DIASTOLIC BLO OD PRESSURE (LOWER NUMBER) IS -" 9515 INPUT" ANSWER": BW

9520 IFBW>98THENCA=-5: IFCA=-5THE NGOT05800

9522 IFBW>95THENCA=-3: IFCA=-3THE NGOTO5800

9524 IFBW>92THENCA=-2: IFCA=-2THE NGOTO5800

9526 IFBW>89THENCA=-1: IFCA=-1THE NGOTO5800

9528 IFBW>87THENCA=1:IFCA=1THENG OTO5800

9530 IFBW>83THENCA=4: IFCA=4THENG

9532 IFBW>79THENCA=6: IFCA=6THENG

9534 IFBW>74THENCA=7: IFCA=7THENG OTO5800

9536 IFBW>69THENCA=8: IFCA=8THENG

9538 IFBW>67THENCA=9: IFCA=9THENG

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\*Machine Language.

\*\*Machine Language Subroutines.

OT058ØØ

954Ø IFBW<=67THENCA=1Ø:IFCA=1ØTH ENGOTO58ØØ

9600 CLS

9610 PRINTO164, "MY DIASTOLIC BLO OD PRESSURE (LOWER NUMBER) IS -" 9615 INPUT" ANSWER"; BW

962Ø IFBW>98THENCB=-5: IFCB=-5THE

NGOTO58ØØ



9622 IFBW>94THENCB=-3: IFCB=-3THE NGOTO58ØØ

9624 IFBW>89THENCB=-2: IFCB=-2THE NGOTO58ØØ

9626 IFBW>87THENCB=-1: IFCB=-1THE NGOT058ØØ

9628 IFBW>85THENCB=1:IFCB=1THENG OT058ØØ

963Ø IFBW>82THENCB=4: IFCB=4THENG OT058ØØ

9632 IFBW>77THENCB=6: IFCB=6THENG OT058ØØ

9634 IFBW>72THENCB=7: IFCB=7THENG OT058ØØ

9636 IFBW>67THENCB=8: IFCB=8THENG OT058ØØ

9638 IFBW>65THENCB=9: IFCB=9THENG OT05800

964Ø IFBW<=65THENCB=1Ø:IFCB=1ØTH ENGOTO58ØØ

9700 CLS

9710 PRINT@164, "MY DIASTOLIC BLO OD PRESSURE (LOWER NUMBER) IS -" 9715 INPUT" ANSWER"; BW

972Ø IFBW>98THENCC=-5: IFCC=-5THE NGOTO58ØØ

9722 IFBW>96THENCC=-3: IFCC=-3THE NGOTO58ØØ

9724 IFBW>94THENCC=-2: IFCC=-2THE NG0T058ØØ

9726 IFBW>91THENCC=-1: IFCC=-1THE NGOTO58ØØ

9728 IFBW>87THENCC=1:IFCC=1THENG

OT058ØØ 973Ø IFBW>85THENCC=4: IFCC=4THENG OT058ØØ 9732 IFBW>81THENCC=6: IFCC=6THENG OT058ØØ 9734 IFBW>75THENCC=7: IFCC=7THENG OT058ØØ 9736 IFBW>72THENCC=8: IFCC=8THENG OT058ØØ 9738 IFBW>67THENCC=9: IFCC=9THENG OT058ØØ 974Ø IFBW<=67THENCC=1Ø:IFCC=1ØTH ENGOTO58ØØ 9800 PRINT:PRINT:INPUT" CONTI NUE (<ENTER> KEY) "; ZZ\$ 981Ø CLS THE SCORE YOU AC 982Ø PRINT" THIS TEST IS NOT A GU

LY A 'HIGH'OR 'LOW' HEALTH RISK,

THAT YOU ARE ABSOLUTE

HIEVE ON

ARANTEE

FY THOSE

SINCE SUCHSCORES ARE A RESULT O F STATISTI-CAL AVERAGES." 983Ø PRINT"YOUR SCORE WILL, HOWE VER, GIVE YOU A GOOD IDEA OF HO W YOU COM- PARE WITH OTHERS." 9840 PRINT:PRINT:PRINT:PRINT:PRI NT: PRINT: INPUT "CONTINUE (<ENTER> KEY) "; ZZ\$: IFZZ\$="!"THENGOTO9880 988Ø CLS:PRINT" IF YOUR SCORE T OTAL IS BELOW 71. THIS IS REASO N FOR YOU TO MAKE A DRAMATIC C HANGE IN YOUR LIFE-STYLE." ASK YOUR DOCTOR F 9882 PRINT" PLETE PHYSICAL EXAMIN OR A COM-ATION AND FOR SPECIFIC RECOMMEN DATIONS ON DIET, EXERCISE, WAYS OF ALLEVIA-TING STRESS AND CHANG ING OTHER HARMFULL HABITS." 9888 PRINT:PRINT:PRINT:PRINT:PRI NT: INPUT"CONTINUE (<ENTER> KEY) ": ZZ\$: IFZZ\$=" "THENGOTO989Ø 989Ø CLS:PRINT" WITH A SCORE ARE JUST MARGINAL OF 71-8Ø YOU LY BENEATH A SATISFACTORY WELL NESS LEVEL, AND IT SHOULD TAKE RE LATIVELY LITTLEEFFORT TO RAISE T HAT FIGURE TO THE SATISFACTORY RANGE." 9892 PRINT" REVIEW YOUR ANSW

9895 PRINT: PRINT: PRINT: PRINT: INP UT"DO YOU WISH TO RETAKE EXAM

ERS TO THE HEALTH EXAM TO IDENTI

AREAS YOU CAN IMPROVE

(Y OR N) "; ZZ\$: IFZZ\$="Y"THENGO T05ELSEG0T09899 9899 CLS:PRINT@164, "THANK YOU AN D GOOD HEALTH!": END



Business...

## Bells And Whistles For Our Simple Word Processor



By Barry Becker

The heart of this program is based on a modified version of Oscar Millican's word processor (A Simple Way To Paper Your Words, the Rainbow, May, 1982). The modifications include memory storage of text, the ability to store and retrieve text on cassette, a simple edit function and a prompting program that is friendly and forgiving. The original text of this article was written using this program.

The program contains a menu offering eight modes of operation. The first three modes allow you to enter text from the keyboard. In these modes you may select immediate output to the printer. This causes each line entry to be output to the printer before it is saved in memory. In this way, the printer is used as a scratch pad, printing all inputs—good and bad. Final clean text is output to the printer by selecting mode four.

Both modes four and five provide for output to the printer. Mode five, however, will print from tape without affecting the current contents of memory. This allows merging of old and new text and exceeds memory capacity.

Modes six and seven direct the program to fully prompting tape SAVE and LOAD routines. Motor and audio are turned on to allow positioning of the tape without a hassle.

Mode eight is the edit mode. While it does not compare to the type of edit functions available on elaborate word processors, it does let you retype any previously entered line of text, whether from keyboard or from tape.

You can get a screen listing of the text at any time by returning to the menu and selecting mode eight. To continue text entry, select mode two after returning to the menu again. The text output to screen is not formatted, but shows the line number and tab value. You need to use the SHIFT/@ to freeze the text on the screen and then press another key to continue.

If you have used Oscar Millican's word processor, then the display that greets you in the text entry modes will be quite familiar. This program uses only the one-column portion of the original program. One major difference is that after each line entry, you are given a choice to save or redo the line. For the expert typist, this is likely to be a drag. For me, it is an absolute necessity! Another difference is that line numbering is continuous and does not reset when the margin is reset.

When entering mode 2, the last line of text is displayed and can be retyped or saved. This wasn't intentional: But it does allow the last entered line to be edited by returning to the menu and selecting mode 2 again instead of going through the edit mode.

One of the few things this program will not forgive is the wrong entry in response to the *Meximum Number Of Pages* request. It's very important to respond correctly. This input determines the number of strings in the *DIM*ensioned arrays. If you select the maximum number of pages allowed for double-spaced text and then input mostly single-spaced text, you may run out of string storage space. If you do, the program will crash and could lose all your text!

There is no special formatting for double-spaced text entry. You simply enter blank lines after each line of text. You can have some single-spaced text (such as letterheads, etc.) even if you've chosen the meximum number of of pages shown for double-spaced text. The program sets aside

enough string storage space for full pages of text at 80 characters per line. For single spacing, it assumes 5280 characters per page. For double spacing, it assumes 2640. With just a little direction, you can prevent crashes.

The program takes up less than 4K bytes of memory. If you have only 16K, then you must do a *PCLEAR1* before running in order to have enough string space available for at least one page of text. If you have 32K, you needn't do a *PCLEAR1* unless you have more than three pages of single-or six pages of double-spaced text to enter.

The program will not crash if you run out of line numbers. It warns you when you have less than 10 lines left. If you repeatedly ignore the warnings, it returns you to the menu when you have no more *DIM*ensioned strings available. You may then save the current text on tape and start a new text entry.

I believe this program is error-free. It has not failed during the compilation of this article, including several intermediate tape storings.

This program is nothing without Oscar Millican's program and I thank him for submitting it and the Rainbow for printing it.

The Listing:

# 10 ' FALK/MILLICAN/BECKER WORD PROCESSOR

20 PR=0:CLS:PRINT" ALL MEMORY DA
TA WILL BE LOST WHEN THE PRO
GRAM IS ENDED.":PRINT:PRINT" SEL
ECT MODE-":PRINT" <1>-ENTER INI
TIAL TEXT <2>-ADD TO ST
ORED TEXT <3>-START NEW
TEXT ENTRY <4>-PRINT TEX
T FROM MEMORY"

3Ø PRINT" <5>-PRINT TEXT FROM T APE <6>-SAVE TEXT TO TAPE <7>-LOAD TAPE FILE TO

MEMORY <8>-EDIT STORED TEXT"

4Ø INPUT" MODE"; MM: IFMM=1ANDJ>ØT
HENPRINT" INITIAL TEXT ALREADY E
NTERED!": GOTO4Ø

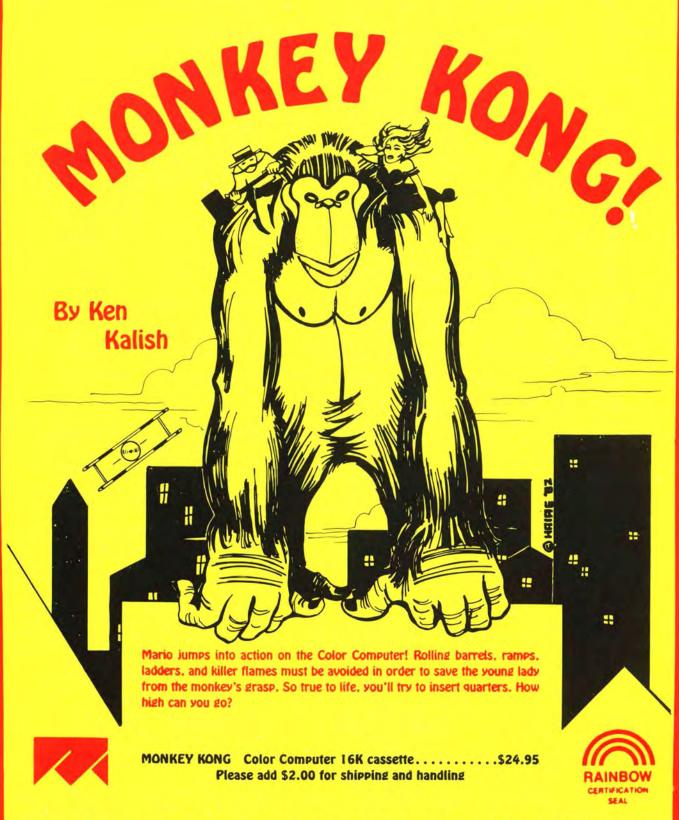
50 IFMM=4ANDJ>0THEN370ELSEIFMM=5 THEN410ELSEIFMM=6ANDJ>0THEN390 60 IFJ=0AND(MM=20RMM=40RMM=60RMM =8)THENPRINT" NO TEXT NOW IN MEM

70 IFJ>0AND(MM=30RMM=7) THENCLS:PRINT" IF THIS MODE IS EXERCISED, ALL CURRENTLY STORED DATA WILL BE LOST!":PRINT:LINE INPUT" TO CONTINUE, TYPE'OK'- TO GO BACK TO MENU, <ENTER>-";OK\$:IFOK\$<>"OK"THEN 20

80 IFMM=2THENCLS:GOT0170

ORY!": GOTO4Ø

90 IFMM=8THENCLS:LINEINPUT" FOR SCREEN LISTING OF STORED TEXT, HIT <ENTER>, OTHERWISE TYPE 'E'-";Q\$:IFQ\$="E"THEN490ELSEFOR X=1TON:PRINT"LINE"X;TAB(9)"TAB"M (X);TAB(16)":"H\$(X):NEXTX:GOTO49



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HENN=N-1

100 IFMM<10RMM>8THEN40 110 IFMM=7THENCLEAR200:MM=7ELSEC LEAR2ØØ 120 CLS: PRINT" YOU HAVE ENOUGH MEMORY TO STORE ABOUT":.1\* INT(10\*((MEM-1000)/6000)); "PAGES OF" 13Ø PRINT" SINGLE-SPACED TEXT D R":.1\*INT(10\*((MEM-1000)/3400)) 140 PRINT" PAGES OF DOUBLE SPAC ED TEXT.":PRINT 150 IFMM=7THENCLEAR (MEM-1000-660 \* (MEM-1000) /3400) : MM=7ELSECLEAR ( MEM-1000-660\* (MEM-1000) /3400) 160 PRINT: PRINT" ENTER MAXIMUM N UMBER OF PAGES TO BE STORED (S EE ABOVE) ";: INPUTP: ST=INT (P\*66): DIMH\$(ST):DIMM(ST):IFMM=7THENJ=Ø : N=Ø: GOTO41Ø 17Ø PRINT: INPUT" IMMEDIATE OUTPU T TO PRINTER"; PR\$: IFLEFT\$ (PR\$, 1) ="Y"THENPR=1 180 IFMM=2THEN500ELSEN=0 190 CLS:LINEINPUT" SET MARGIN (Ø TO 79): ";M\$:M=VAL(M\$):IFM>79OR M<ØTHEN19Ø 200 CLS: POKE1329-2\*M, 60: PRINT" MARGINS SET AT"M"SPACES. ": IFM> 39THENCLS: PRINT" LEFT MARGIN SE T AT"M".TYPE BETWEEN MARKERS AND <ENTER>. ":POKE1329-M, 60:GOT 021@ELSEPRINT"TYPE UP TO"8@-2\*M" CHARACTERS BETWEEN MARKERS AND <ENTER>." 210 PRINT" TO JUSTIFY, ENTER SPA LAST SYMBOL TO RIGHT CES FROM ENTER ^ TO RESET MA MARKER. \*\*ENTER @ TO RETURN T RGIN. D MENU\*\*": X=79-2\*M: IFM>39THENX=7 9-M 22Ø N\$=" ":L=4:PRINT@353, "";:IFJ >ØTHENPRINT"\*LINE"J; TAB(11) "ENTE RED AS FOLLOWS\*" 230 IFA\$="^"THENA\$=H\$(J):AA=1:GD T025Ø 24Ø IFJ>ØANDM<=39THENPOKE1519-2\* M. 3ØELSEIFJ>ØANDM>39THENPOKE1519 -M, 3Ø 25Ø PRINTA\$:PRINT@224,"";:IFJ=Ø0 RAA=1THENAA=Ø: GOTO29Ø 260 PRINT0224," ":PRINT" TO SAVE LINE"J", TYPE 'S'-" 27Ø PRINT" TO REDO LINE"J", TYPE 'C'-"::LINEINPUTSC\$:IF(SC\$="S"O RSC\$="s") ANDMM=8THEN9ØELSEPRINTO 224, " ":PRINT:PRINT:IFSC\$="C"ORS C\$="c"THENPRINT0353," \*\* NOW RE-TYPING LINE"J"\*\*":J=J-1:IFMM<>BT

28Ø IFSC\$<>"C"ANDSC\$<>"c"ANDSC\$< >"S"ANDSC\$<>"s"THEN26ØELSEIFJ=ST 29Ø PRINT@224,"";:IFM>39THENPOKE 1329-M, 6ØELSEPOKE1329-2\*M, 6Ø 300 LINEINPUT">"; A\$: IFA\$="^"THEN 19ØELSEIFA\$="0"THEN2Ø 31Ø IFRIGHT\$(A\$,1)=" "THENA\$=LEF T\$(A\$,X):GOTO36Ø 32Ø IFPR=1THENPRINT#-2, TAB(M)A\$ 33Ø J=J+1:M(J)=M:H\$(J)=A\$:IFJ<ST -9THEN35ØELSEPRINT@Ø," ":PRINT"\* \*\*\*\*\*\*\*\*\*\*CAUTION\*\*\*\*\*\*\*\*\* YOU CAN ONLY ENTER ANOTHER" 34Ø PRINT" "ST-J"LINES OF TEXT IN CURRENT PROGRAM. ENTER THE CURRENT TEXT <a>> TO END</a> OR PRESS <ENTER> TO CONTI "::LINEINPUTQ\$:IFQ\$="@ NUE: "THEN2Ø 35Ø IFMM<>8THENN=N+1:GOTO2ØØELSE 200 360 B=INSTR(L,A\$,N\$):C\$=LEFT\$(A\$ \$=D\$+E\$:L=LEN(D\$)+4:GOTO310 370 CLS:PRINT" SET PRINTER TO TO P OF PAGE OR AS NEEDED, AND PR ESS <ENTER>.";:LINEINPUTXX\$:FORY =1TON:PRINTTAB(M(Y))H\$(Y):PRINT# -2.TAB(M(Y))H\$(Y):NEXT:GOTO2Ø 38Ø CLS:PRINT" FILE CLOSED":PRIN T:PRINT:PRINT" TO TAPE AGAIN, EN TER <T>. OTHERWISE PRESS < ENTER>"::INPUTT\$:IFT\$<>"T"THEN2Ø 39Ø AUDIOON: MOTORON: CLS: LINEINPU T" POSITION TAPE TO BLANK SECTIO N AND PRESS <ENTER>: ";QQ\$:PRINT :MOTOROFF:PRINT" PRESS PLAY AND INPUT FILE NAME RECORD AND -":LINEINPUT" (8 CHARACTERS MAX. ):":FF\$ 400 MOTORON: FORX=1T01000:NEXT: OP EN"O", #-1, FF\$: FORY=1TON: M\$=STR\$( M(Y)):F\$="."+H\$(Y):PRINTH\$(Y):PR INT#-1, M\$: PRINT#-1, F\$: NEXT: CLOSE #-1:GOT038Ø 41Ø CLS:AUDIOON:MOTORON:PRINT" \*\*\*TO ABORT THIS MODE\*\*\* \*\*\*JUST PRESS <ENTER>\*\*\*":PRIN T: IFMM=5THENPRINT" SET PRINTER TO TOP OF PAGE": PRINT 420 LINEINPUT" REWIND TAPE OR SE T TO START OF FILE AND ENTER <T >-";QQ\$:MOTOROFF:IFQQ\$<>"T"THEN2 ØELSEPRINT: PRINT" PRESS PLA Y AND ENTER FILE NAME :";:LINEINPUTFF\$:IFFF\$=""THEN2ØE LSEOPEN"I",#-1,FF\$

43Ø IFEOF (-1) THEN48Ø

Continued From Page 6

Editor's Notes

PRINT #-2,

Third Anniversary issue.

Both of us had planned to bind 3D glasses inside the magazine. Since it was a special issue for 80 Micro, we decided not to bind in the glasses. Wayne Green and I agreed that the 3D concept is an interesting one and, while neither program is true 3D, we feel it is an interesting avenue some of you might want to explore and, perhaps, offer a contribution on in the future. We would be very interested in seeing one. And, to Wayne and 80 Micro, Happy Third Anniversary!

By the way (and this really should not be a "by the way," because it is a preview of one of the most significant announcements we have ever made in the Rainbow), we have been interested for quite some time in the concept of an "electronic magazine." I suppose that interest began when we worked for United Press International many years ago and were fortunate enough to be in on the planning stages of the program which led to the driving of UPI's newswires by computer for the first time.

At any rate, we hope that next month we will have a full-scale announcement of plans which are even now moving along quite quickly for an electronic edition of the Rainbow. As we see it, you will be able to access the Rainbow via modem through a bulletin board service, send letters to the editor through the same bulletin board, renew or enter subscriptions and transfer Rainbow On Tape programs through this electronic version of the magazine.

Tentative name of this service is *The Rainbow Connection*, which is not to be confused with the software firm in Minneapolis named Rainbow Connection Software. And, *The Rainbow Connection* will, if all goes well, also have one of the largest data bases of existing information—from both *the Rainbow* and *Connection 80 of Woodhaven* that is in existance for the Color Computer, TDP-100 Computer and Dragon-32 Computer.

I suppose this is all more than a hint, but there will be more details next month. We believe this will be the first full magazine to be offered via electronic means.

I guess the end of this month's epic is going to circle around to the beginning again. As I was thinking about the Rainbow, I was also thinking about what has happened in the CoCo world in the last year.

The thing that has impressed me the most is the growth of the support for CoCo (more on this in a moment) in the past year. The quality of programs, the diversity of programs, the level of documentation has grown remarkably. So has the quality of books, hardware and other things which became available for our favorite computer. We are fortunate that the people at Radio Shack built a quality machine which can take advantage of all the skills of so many people. I know we will be seeing more and even better things coming in the months ahead. I hope you will support their efforts when you have a chance—and, again, please mention the Rainbow when you do make an inquiry or a purchase. That helps us secure the advertising that allows us to contiue to grow and offer you an even better magazine each month.

Finally... I am sure many of you are wondering about the return of the nickname CoCo to these pages. I suppose the primary reason is that almost everyone seems to like it. And, in addition, with the advent of the TDP-100 (as well as the Dragon-32 in Great Britain), the term "80" really doesn't apply. So, it's "CoCo," "80C," or "Color Computer"—whichever you prefer.

44Ø INPUT#-1, M\$: M=VAL(M\$): INPUT#
-1, F\$: IFLEN(F\$) > 1 THENF\$=RIGHT\$(F\$, LEN(F\$)-1) ELSEF\$=""

45Ø IFMM=7THENJ=J+1:N=N+1:H\$(J)= F\$:M(J)=M

46Ø PRINTTAB(M)F\$; IFMM=5THENPRIN T#-2, TAB(M)F\$

47Ø GOTO43Ø

48Ø CLOSE#-1:PRINT:PRINT:PRINT"F
ILE CLOSED":PRINT:LINEINPUT" <EN
TER> TO RETURN TO MENU-";QQ\$:GOT
02Ø

49Ø PRINT:PRINT"\*HIT <ENTER> TO RETURN TO MENU\*":PRINT:LINEINPUT "ENTER LINE NUMBER TO EDIT-";J\$ :IFJ\$=""THEN2ØELSEJJ=VAL(J\$):IFJ J>N ORJJ<1THENPRINT:PRINT" NO SU CH LINE NUMBER!":GOTO49ØELSEJ=JJ 50Ø IFMM=2THENJ=N

51Ø A\$=H\$(J):M=M(J):GOTO2ØØ



Graphics ...

# The Eyes Have It With This Program

By Rich Dersheimer





What would a Graphics Issue be without looking at all the forms and shapes generated by the Color Computer?

Poor ol' CoCo! Thousands and thousands of people spend hour after hour staring at you, and you never get a chance to stare back.

Well, now you can. With this short program, your CoCo can keep an eye on you.

The Listing:

100 GOTO 114

101 CLSØ: Y=96: Z=1

102 FOR X=83 TO 173 STEP 30

193 PMODE1, Z: PCLS2: Z=Z+2

104 CIRCLE(X,Y),50,3,1.2

105 PAINT (X,Y),3,3

106 CIRCLE (128, Y), 120, 4, . 4

107 CIRCLE (X+8,80),3,2

108 PAINT (1,1),1,4:NEXT X

109 PLAY"T255L25504"

110 RN=RND(4)-1:P=1+RN#2

111 PMODE1, P: SCREEN1, Ø

112 PLAY"Ø5BAGFEDC04BAGFEDC"

113 GOTO 11Ø

114 PCLEAR8: 00TO 101



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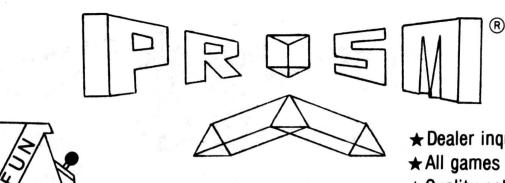
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BERSERK "By Mark Data Products" Your mission is to invade a space station guarded by killer robots. Get as many as you can with your laser before they get you!!

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